

VISIT...

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Preface

Along with playing games, practice is essential for mastering the opening; namely, familiarizing yourself with standard positions and knowing which principles to use for deciding your moves. However, the practice players get from their games is limited, whereas problem books such as this one can give the amateur go player a vast variety of positions that might occur in their games. Practice also keeps the mind sharp and in top form. This is the reason professionals are always solving problems and often spend considerable time composing them.

Practice must also include repetition if it is to be effective. If you have to find the same kind of move in similar patterns over and over again, spotting that move in a problem or a game will become second nature.

It is the purpose of this book to provide a vast number and a large variety of opening problems for the inexperienced player. Because of space limitations, the explanations are brief. Some may complain that there are other reasonable moves that should be discussed. Indeed, that may be the case. However, we felt that it was more important to give the reader a feeling of what a good opening move is. To this end we have introduced each problem by stating an opening principle that can be used to solve the problem. We believe that by seeing how these opening principles are used in games, your intuition in the opening will become highly developed. These principles, which are also hints, will often give the answer away, so we recommend that you first try to solve the problem by covering up these hints. After you have arrived at your answer, look at the hint and see if it corresponds to your answer. If it doesn't, consider the problem again, then look at the answer.

The problems in this book were collected from various Japanese magazines and from games both professional and amateur, observed by Richard Bozulich over the last three to four years. Rob van Zeijst provided the commentaries.

Finally, I would like to thank John Power for proofreading the manuscript of this book. I also would like to especially thank Richard Hunter who provided the inspiration for this series. He not only proofread this book, but also suggested and thoroughly proofread the second volume in this series, *One Thousand and One Life-and-Death Problems*.

Richard Bozulich
July 2002

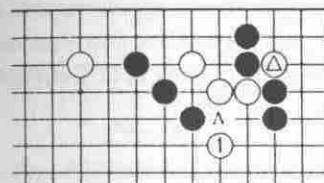
Some Important Terms and Concepts

Here we introduce some go terms used in this book. For a comprehensive glossary of Japanese and English go terms, refer to *The Go Player's Almanac 2001* from page 331 to 374.

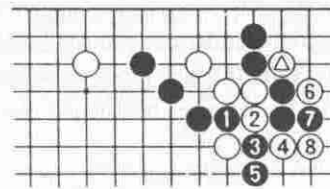
aji

Aji refers to latent possibilities that exist in a position. Although these possibilities may never be realized, their existence influences the course of the game and enables certain moves to be made.

In *Dia. 1a* the marked white stone in the corner is dead, but it still has *aji*. Because of its *aji*, White need not fear Black's pushing through at A, so he can jump to 1, rescuing his three stones at the top.



Dia. 1a

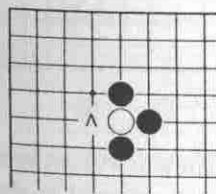


Dia. 1b

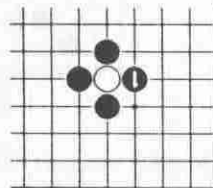
If Black does push through and tries to confine White to the top with 1 and 3 in *Dia. 1b*, White ataris with 4. After Black defends with 5, the *aji* of the marked stone comes to life and White captures Black's stones on the right with 6 and 8.

atari

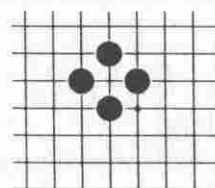
Atari is a threat to capture a stone or a group of stones on the next move. The white stone in *Dia. 2a* is in atari. If White doesn't defend by extending to A, Black may capture it with 1 in *Dia. 2b*. The result is shown in *Dia. 2c*.



Dia. 2a



Dia. 2b



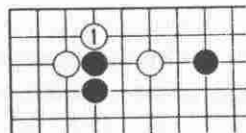
Dia. 2c

gote

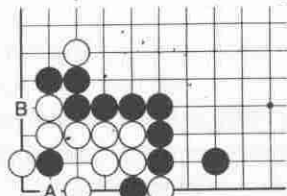
Gote is a move which does not require an answer; a defensive move. Compare *sente*.

hane

Hane is a diagonal move played from a friendly stone in contact with an enemy stone. White 1 in *Dia. 3* is an example of a *hane*.



Dia. 3



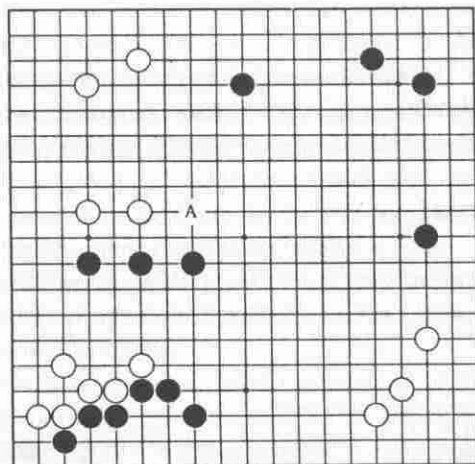
Dia. 4

miai

Miai refers to two points of approximately equal value. If your opponent takes one of them, you can (and usually must) take the other. The points A and B in *Dia. 4* are miai, so White is alive. If Black plays A, White makes two eyes by playing at B. Conversely, if Black B, White makes his second eye at A.

moyo

Moyo is a framework which maps out a large area of potential territory. Some moyos are huge, while others are modest in size. In *Dia. 5*, the four white stones in the upper left map out a moyo. The four black stones in the upper right map out an even larger moyo from his corner enclosure along the upper right side and the top right. If Black were to play at A with his next move, he would have mapped out a huge moyo in the upper right quadrant of the board.



Dia. 5

sabaki

When your stones are outnumbered in one part of the board, your aim will not be to make territory; rather, you will want to make good shape, rich in eye potential, so that your stones, if attacked, can easily make eyes in the area where they are attacked or can

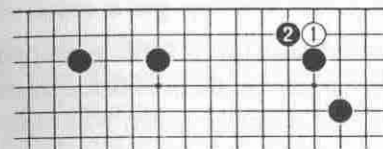
easily escape into the center. This is called *sabaki*. When making *sabaki*, it is not unusual to sacrifice some of the stones which are under attack. Here are two related concepts.

light

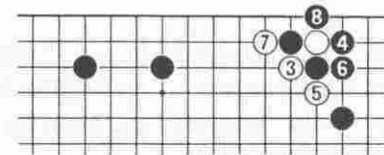
Stones are referred to as 'light' if they can be sacrificed to help other stones make good shape. A move played in the vicinity of stones that are to be sacrificed is called a 'light move'. Moves that make *sabaki* are called 'light'.

heavy

Stones which are heavy can't easily make eye shape and are vulnerable. If a group ends up as heavy, it has failed to make *sabaki*. Here are some diagrams which illustrate these concepts.

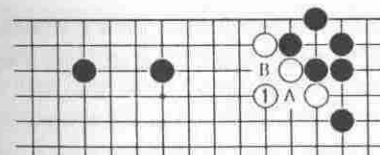


Dia. 6

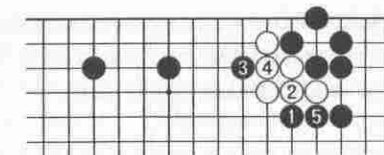


Dia. 7

In *Dia. 6*, Black has mapped out a moyo at the top. If White wants to reduce this moyo, he can begin with a probe at 1. If Black blocks at 2, White will cut with 3 in *Dia. 7* and play the forcing moves of 5 and 7. Next —

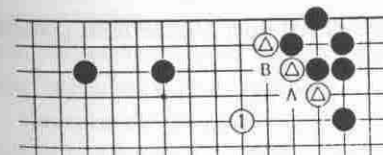


Dia. 8

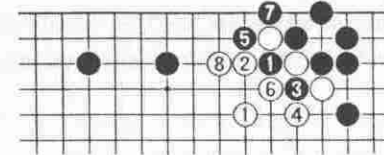


Dia. 9

White 1 in *Dia. 8* looks like an efficient move because it defends the two cutting point at A and B. In spite of this, it is bad. Black will peep with 1 and 3 in *Dia. 9*, and White is left with a clump of stones lacking eye-making potential after Black 5. These stones have now become 'heavy'.



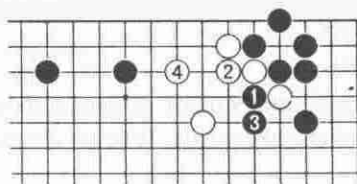
Dia. 10



Dia. 11

Since White 1 in *Dia. 8* results in a heavy shape, it has failed to make sabaki. The correct way for White to play after Black 6 in *Dia. 7* is with 1 in *Dia. 10*. White 1 is 'light' because it doesn't defend the cutting points at A and B and treats the marked stones lightly — that is, White is willing to sacrifice them for the greater good.

For example, if Black does cut with 1 in *Dia. 11*, White can make a shape with eye-making potential with the sequence to 8. White has made sabaki.



Dia. 12

Black could also cut at 1 in *Dia. 12*. White would then defend at 2. Black must extend to 3 and White jumps to 4 — a wedge has been driven between the two black positions at the top. He also has at least one eye at the top and is out into the center. White has succeeded in making sabaki.

sente

A move that must be answered; an offensive move. Compare *gote*.

tesuji

A skillful move which accomplishes some clear tactical objective, such as capturing a group, rescuing one of your own groups, linking up your stones, separating your opponent's stones, or making good shape.

thick

A thick position has few or no defects, i.e., cutting points. Thick positions are useful in that they can be used for attacking. Conversely, thick positions are hard to attack and it should be impossible for the opposing side to make sabaki against it.

thin

Stones which are weak or widely separated are called thin. Unlike thick groups, stones which are thin are easily attacked.

Introduction

Five Hundred and One Opening Problems is a book that will help you sharpen your intuition and feeling for the strategic considerations of the opening (*fuseki*) before throwing yourself into the middle-game fighting. When making a move in the opening stages there are three fundamental questions you should ask yourself in the following order:

1. Is there an urgent move?

- A) One that makes a base for your stones.
- B) One that takes away the base of your opponent's stones.
- C) One that takes the initiative in a certain area.

2. Is there a big move?

- A) One that extends from your own position.
- B) One that prevents an extension by your opponent.
- C) One that threatens an invasion.
- D) One that prevents an invasion

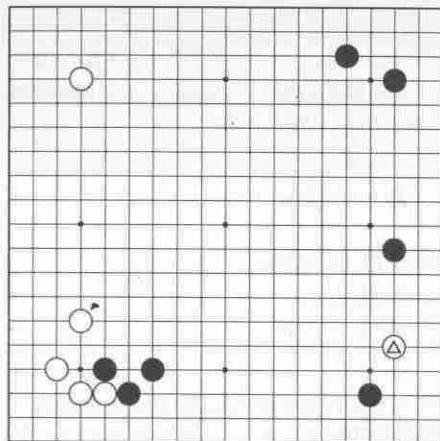
3. Is there a big moyo?

- A) Do you need to expand or close off your moyo
- B) Do you need to erase or invade your opponent's moyo.

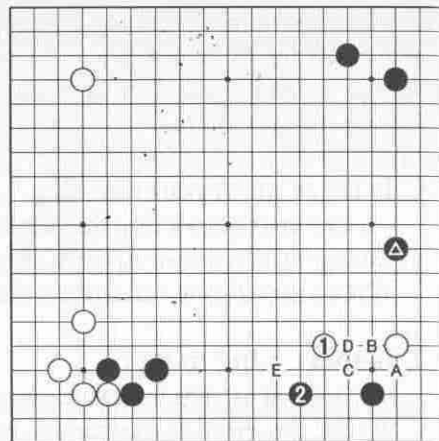
The most important lesson to learn about opening strategy is to avoid being burdened by weak groups. If you have a weak group, you are immediately at a disadvantage because your opponent can make profit by attacking it, so it is 'urgent' that such a group be secured as quickly as possible. Remember the go proverb: 'Play urgent points before big points!' I have worked out a system which I call QARTS (=Quantitative Analysis of Relative Territory and Strength) and which I use to quantify the value of weak groups. A weak group without eyes is worth minus 20 points; a weak group with only one eye is worth minus 10 points. This enables me to describe weak and strong groups in terms of territory — the ultimate reward for their existence. I find this system useful. For example, when you have the choice of running away with a weak stone or of sacrificing it, you can appraise both strategies quantitatively using this system. Quantifying positions also has the benefit of preventing you from becoming emotionally attached to your stones and basing your decisions on those emotions.

Consider the position in *Dia. 1*. Should White run away with his marked stone or should he abandon it? If White jumps to 1 in *Dia. 2*, Black will answer at 2, settling his

stones at the bottom. Next, Black can aim at the sequence A–White B–Black C–White D–Black E, and, with the marked stone in place, the white stones are heavy.



Dia. 1



Dia. 2

A more dynamic way for White to play is to disrupt the bottom with 1. Black comes out with 2 to avoid being confined to the corner, but White extends to 3 and the marked black stones are under attack. If Black jumps out into the center with these stones, White can slide to A, and the two black stones in the lower right are also without a base.

In general, a weak group is worth minus 20 points; that is, by having a weak group, your surrounding groups would either lose territory or your opponent would expand his territory. Usually, the sum of these two easily amounts to 20 points. A complete understanding of this will make it clear why urgent moves that make a base or deprive your opponent of one, are so important.

Invasions

The aim of an invasion is to split your opponent's position into two groups while, at worst, you are left with only one weak group. Positions where you should invade are ones

where your opponent's stones are overextended while your surrounding groups are strong. I quantify this by giving my weak group a value of minus 20 points. If my opponent ends up with two weak groups their value is minus 40 points, so my invasion has gained 20 points. It is also possible to invade an area where your opponent is strong, but still make a base for your invading stones. That way you don't create a liability of minus 20 points for yourself.

Extensions

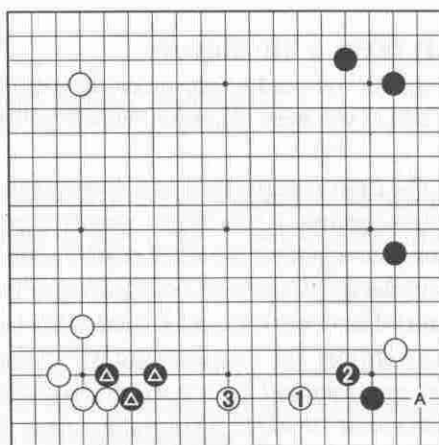
The best extensions are those that strengthen your own weak stones or weaken your opponent's. A combination of the two brings double value. When you extend from thickness, extend as far as possible. When your opponent is strong in the direction that you want to extend, make a tight extension — such as a two-space extension — that doesn't leave behind any weakness.

Moyos

Give your moyos depth by expanding into the center. When two opposing moyos are vying for influence, a move that pushes back the border of your opponent's moyo while expanding your own is usually a good strategy.

When your opponent has a moyo, you have a choice between invading or erasing it. Invading entails the danger of ending up with a weak group (a 20-point liability), but there is less risk when you lightly erase it. Sometimes, however, an erasing move is not enough to maintain the balance of territories, so you will have to risk an invasion.

Rob van Zeijst
July 2002

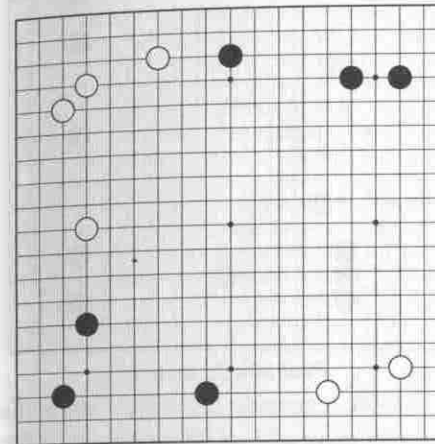


Dia. 3

How to use this book

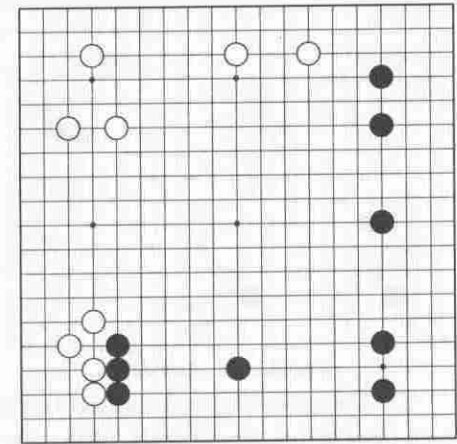
The purpose of these problems is to develop your intuition and feel for the opening. To this end, we have introduced each problem by stating an opening principle that can be used to solve the it. We believe that by seeing how these opening principles are used in games, your intuition in the opening will become highly developed. These principles are also strong hints that will often give the answer away, so we recommend that you first try to solve the problem by covering up these hints. After you have arrived at your answer, look at the hint to see if it corresponds to your answer. If it doesn't, think about the problem again, then look at the answer.

Problem 1. Black to play



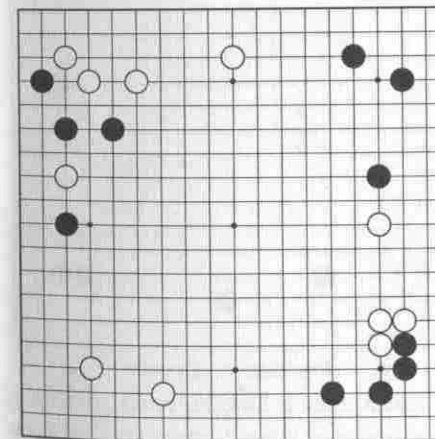
'Push back the border of your opponent's territory while expanding your own!' Where should Black play?

Problem 2. Black to play



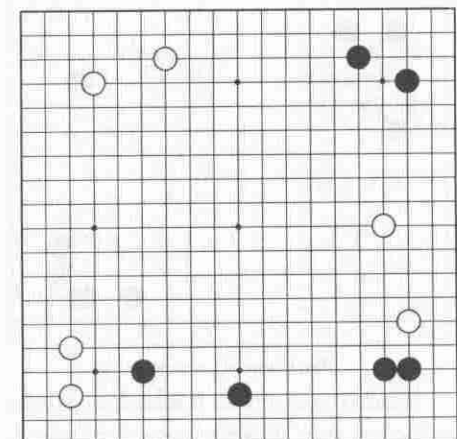
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 3. Black to play

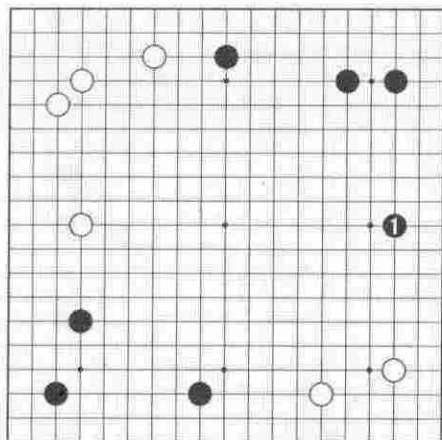


'Secure your weak stones!' 'Don't let your opponent split your stones into two weak groups!' Where should Black play?

Problem 4. Black to play

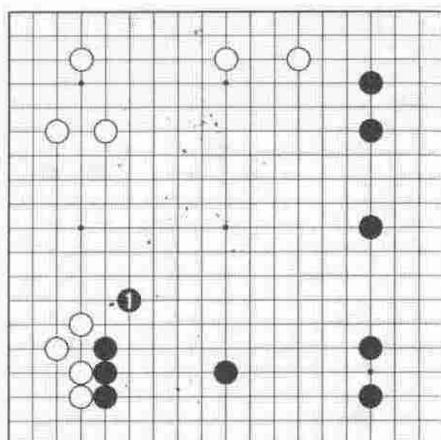


'Expand your territory while threatening your opponent's stones!' Where should Black attack?



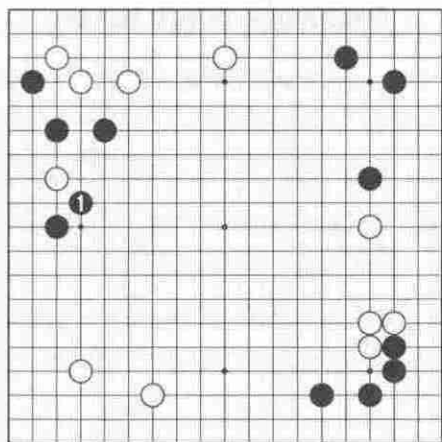
Problem 1. Answer

The black and white enclosures are facing each other across the right side. Black must take the initiative here by extending to 1. White 1 would neutralize Black's enclosure while developing his own position.



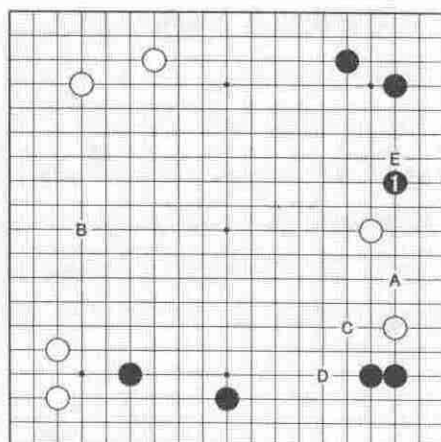
Problem 2. Answer

Black expands his moyo with the knight's move of 1. If White played on this point, White would be the one to take the initiative by expanding his moyo at the expense of Black's.



Problem 3. Answer

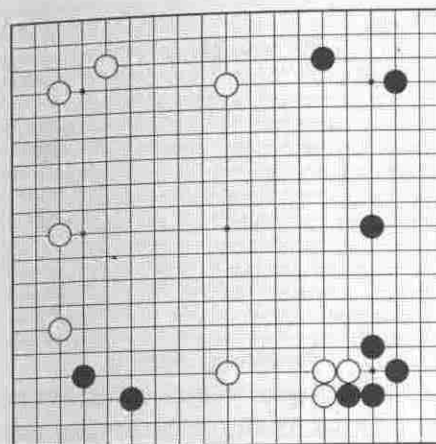
Black 1 is urgent as it secures his stones on the left side. If White were to play at 1, Black's stones would be split in two and Black would be in for a hard fight.



Problem 4. Answer

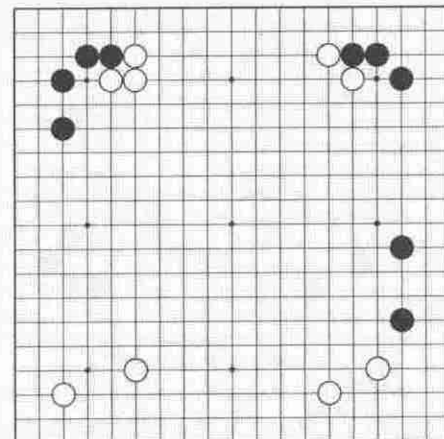
Black extends from his enclosure with 1, aiming to split White's stones with an invasion at A (see Problem 20). If Black played 1 at B, White would play C-Black D-White E, establishing a strong position on the right.

Problem 5. Black to play



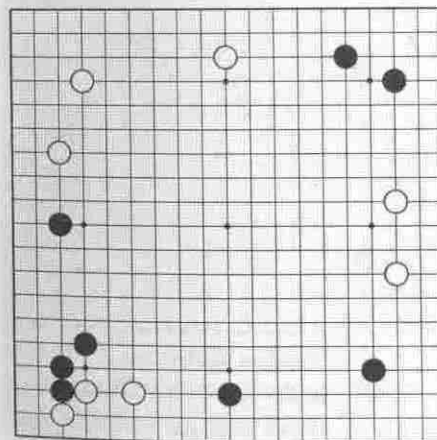
'Don't let your opponent secure his moyo!' Where should Black play?

Problem 6. Black to play



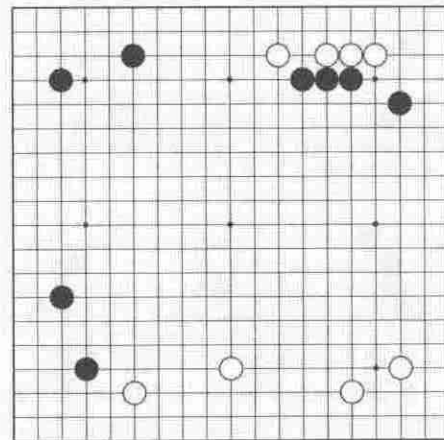
'Attack your opponent's overextended stones!' Where should Black play?

Problem 7. Black to play

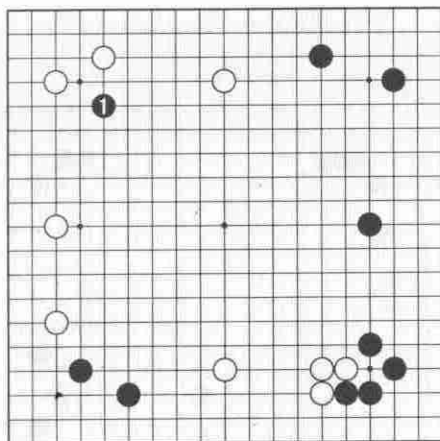


'Take profit while attacking your opponent's weak stones!' How should Black play?

Problem 8. Black to play

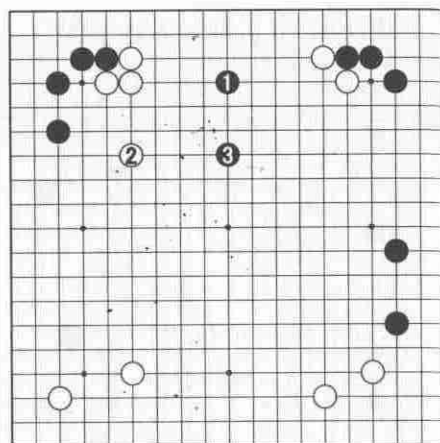


'Push back the border of your opponent's territory while expanding your own!' Where should Black play?



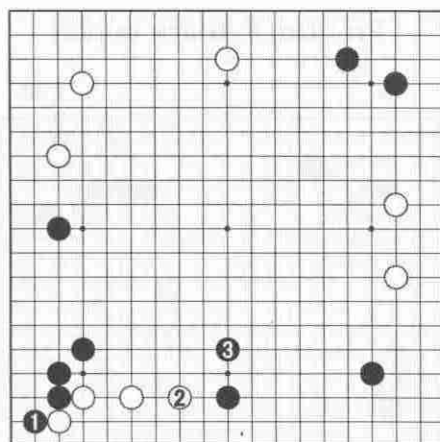
Problem 5. Answer

White has staked out a large moyo on the left, so Black has to reduce it before White secures it. Black 1 here is the best point to cut it down to size.



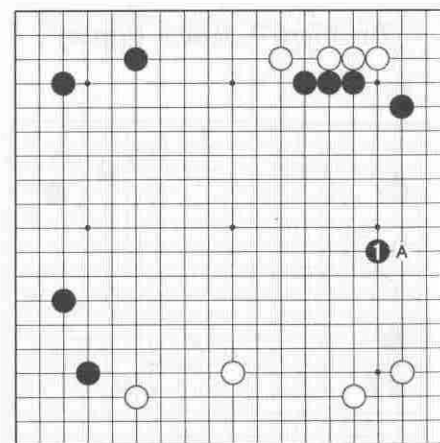
Problem 6. Answer

Black 1 splits White's stones into two weak groups. This is a perfect invasion, being backed up by two strong black groups on the left and the right. If White played at 1, he would have stabilized position at the top.



Problem 7. Answer

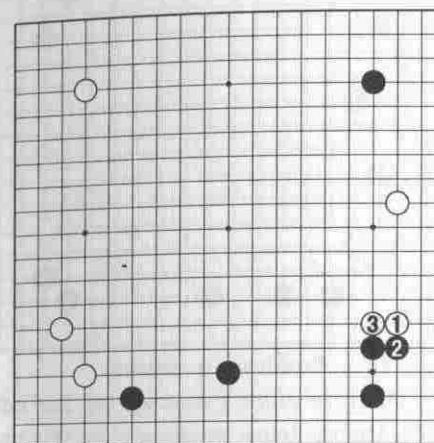
White's stones at the bottom are thin, so Black takes profit by attacking them with 1. If White 2, Black plays 3, creating a moyo at the bottom. If Black omits 1, White secures his stones with 1 and destabilizes Black's.



Problem 8. Answer

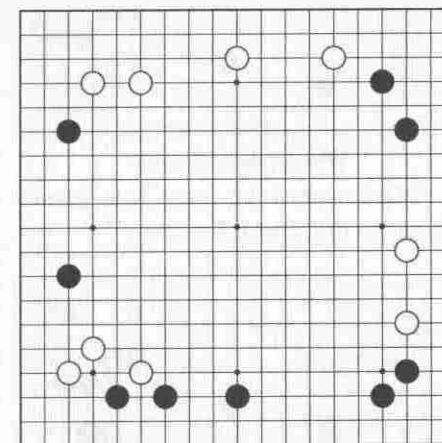
Black 1 on the fourth line is an ideal extension. It extends from his wall above and limits the influence of White's enclosure below. Allowing White to extend to A would neutralize Black's wall.

Problem 9. Black to play



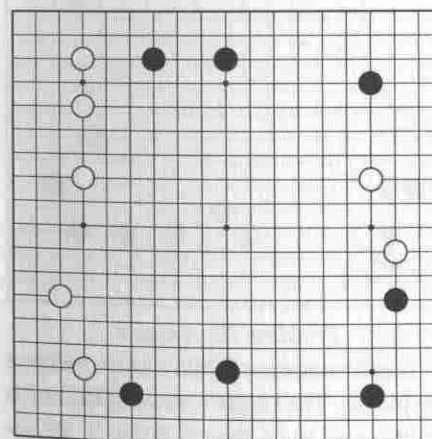
'Expand your moyo while attacking your opponent's stones!' How should Black play after White 3?

Problem 10. Black to play



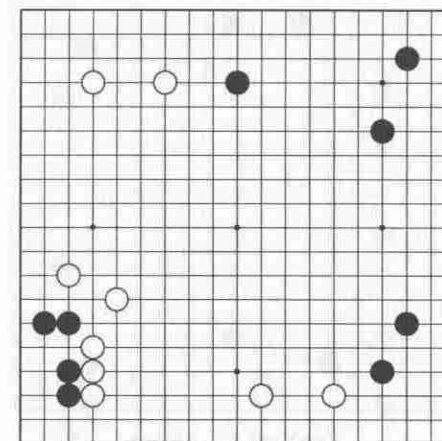
'Defend your overextended stones!' Where should Black play?

Problem 11. Black to play

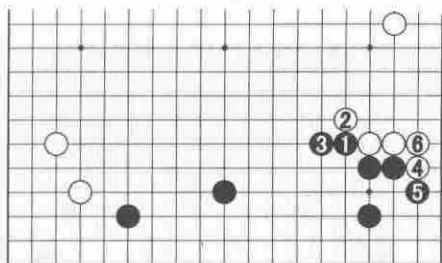


'Expand your territory while threatening your opponent's weak stones!' Where is the best point for Black to attack?

Problem 12. Black to play

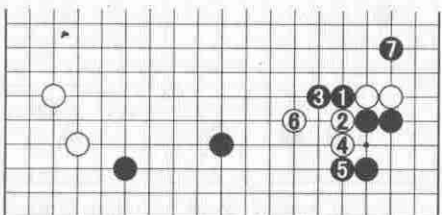


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



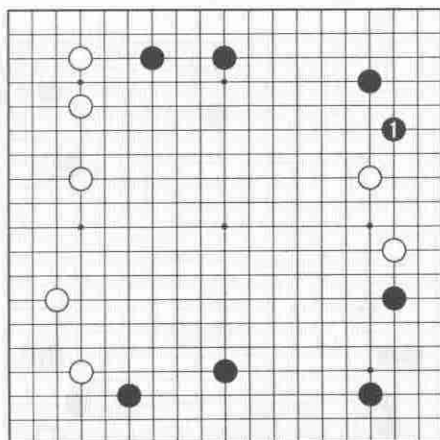
Problem 9. Answer

Black expands his moyo with 1 and 3. These are the standard moves.



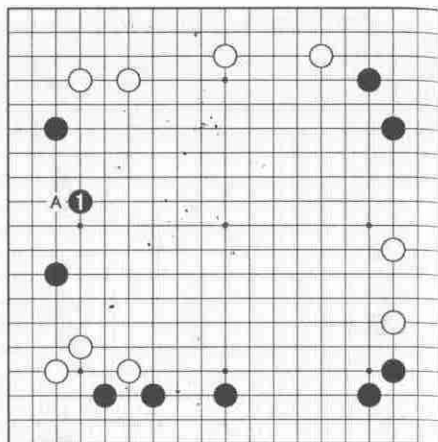
Problem 9. Variation

If White cuts at 2, it becomes a tactical problem. After 6, Black attacks with 7, and White's stones are in trouble.



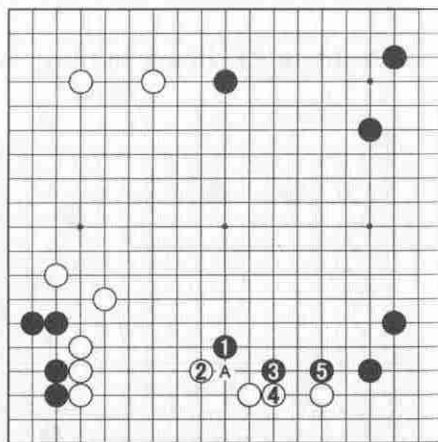
Problem 11. Answer

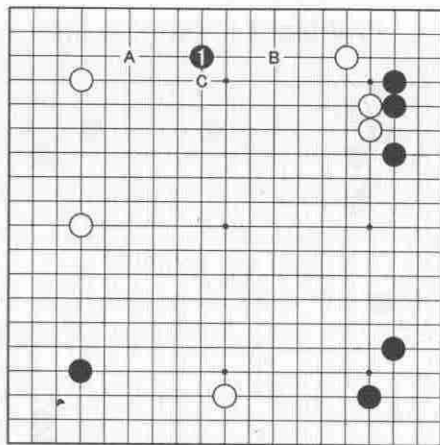
Black makes an enclosure with 1 and aims to undermine White's two stones below. If Black plays elsewhere, White 1 is a big move.



Problem 10. Answer

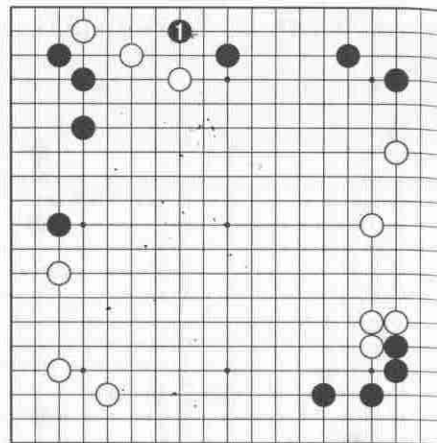
Black is vulnerable only on the left side. Before doing anything else, it is urgent that he defend with 1. If Black omits this move, White will invade at A.





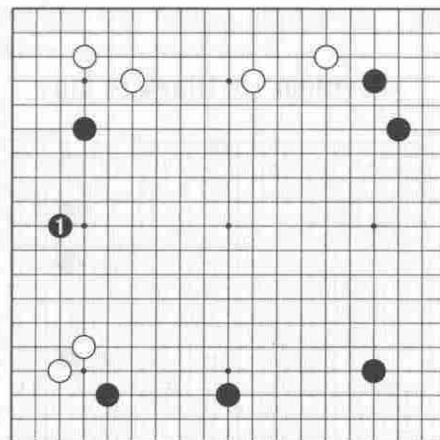
Problem 13. Answer

Black establishes a position at the top with 1. From whichever side White attacks, Black can stabilize his stone by extending to A or B. If Black neglects to play 1, White can build a moyo by playing C.



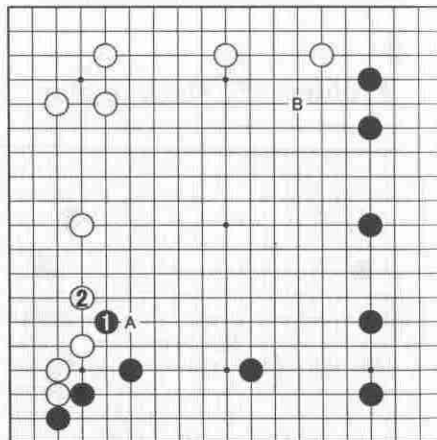
Problem 14. Answer

Black attacks the weak point of the three white stones by sliding to 1. White must now escape into the center, and Black will continue to take profit while attacking.



Problem 15. Answer

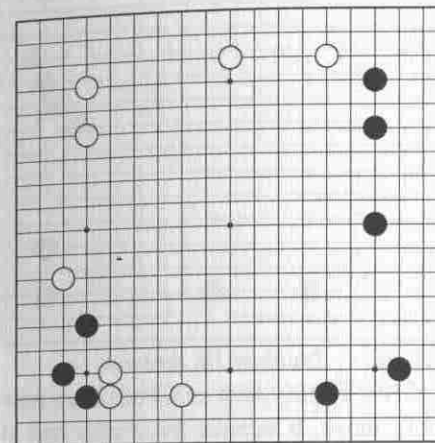
Black must establish a position on the right side with 1. It would be ideal if White were able to play at 1, for it would be both an extension from his two stones below and a pincer against the black stone above. Avoid being burdened with weak stones!



Problem 16. Answer

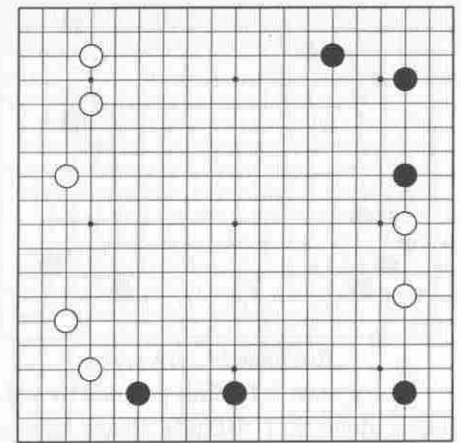
Black expands his moyo with 1, while stopping White from expanding his own. Black 1 is stronger than simply jumping to A because it is sente: White must answer with 2. If Black 1 at B, White A.

Problem 17. Black to play



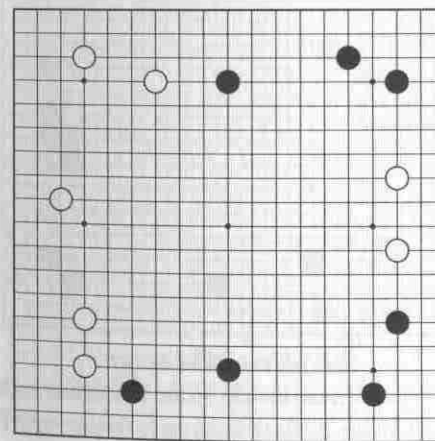
'Defend your weak stones!' Where should Black play?

Problem 18. Black to play



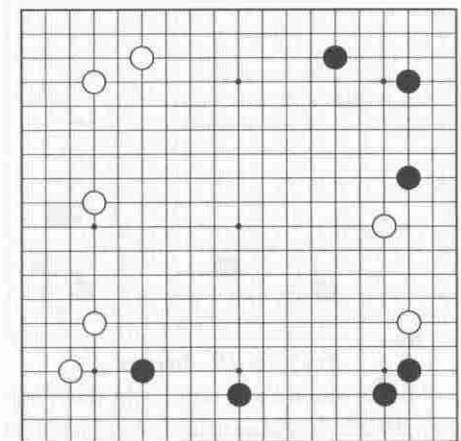
'Defend your weak positions by attacking your opponent's stones!' Where should Black play?

Problem 19. Black to play

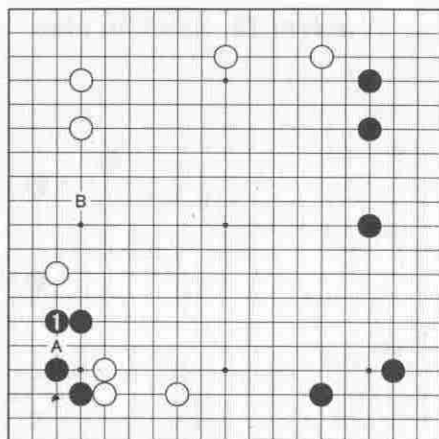


'Don't let your opponent secure his moyo!' Where should Black play?

Problem 20. Black to play

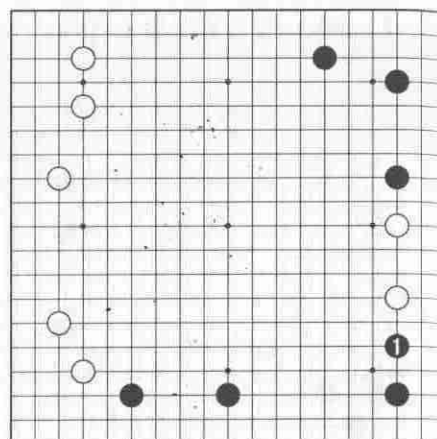


'Attack your opponent's overextended stones!' Where should Black play?



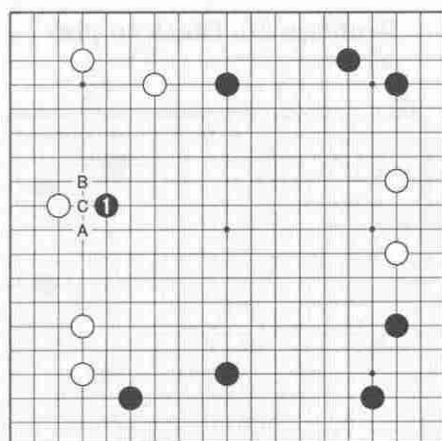
Problem 17. Answer

Black must defend his position by adding a stone at 1. Black's stones have a weakness at A, so he must defend tightly. Once Black is strong, he can aim at the invasion of B.



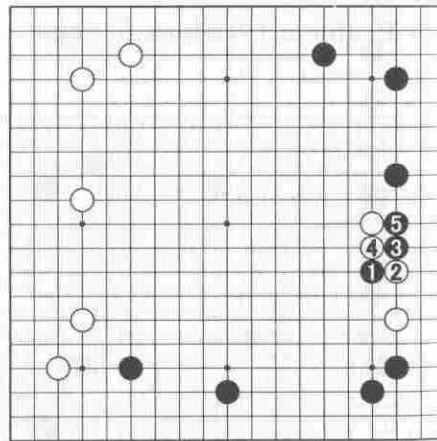
Problem 18. Answer

Black 1 may look small but it is a powerful move. It secures the corner and attacks the two white stones.



Problem 19. Answer

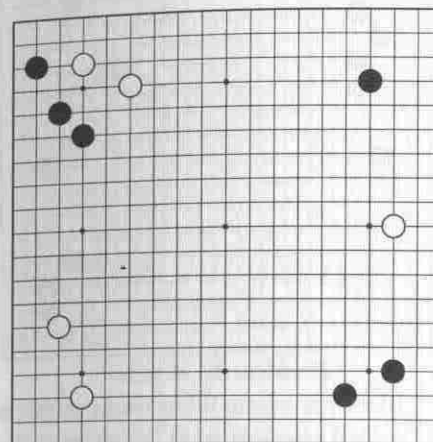
Black should cap with 1. In this position, Black should not play a shoulder hit at A or B because White would push up with C, making territory on one side or the other.



Problem 20. Answer

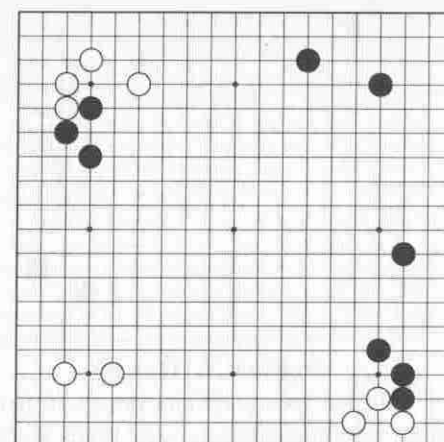
Black must invade on the fourth line with 1. If White 2, Black links up to the top with 3 and 5. Black's stone at 1 is perfectly placed: it splits White's stones in two, so White will have a hard time stabilizing them.

Problem 21. Black to play



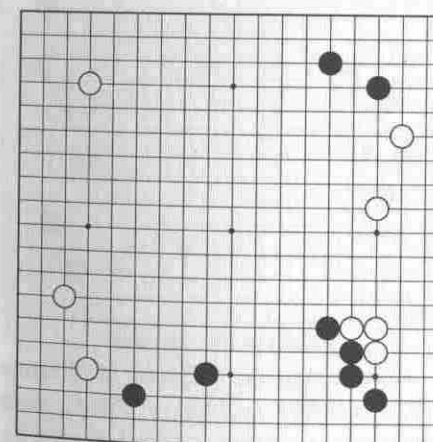
'Make profit while attacking your opponent's weak stones!' Where should Black play?

Problem 22. Black to play



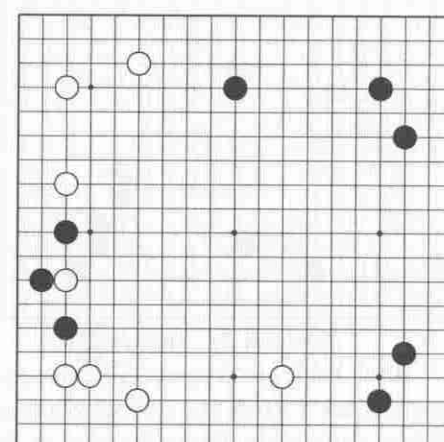
'Defend your weak stones before they come under attack!' Where should Black play?

Problem 23. Black to play

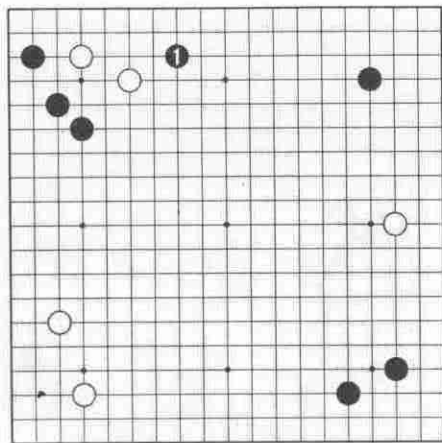


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 24. Black to play

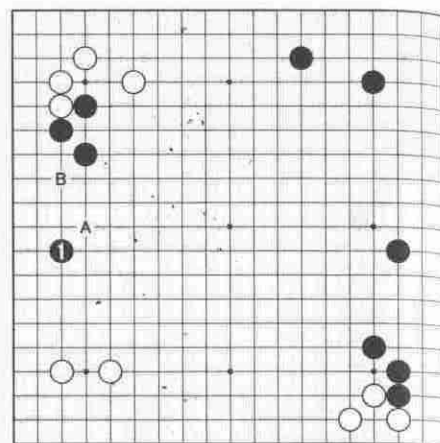


'Defend your weak stones before they come under attack!' Where should Black play?



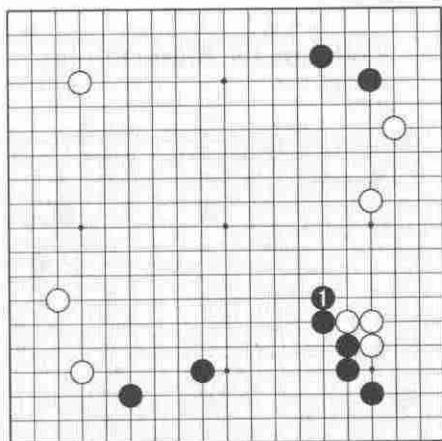
Problem 21. Answer

Black 1 robs the white stones of their base, so White must run away. While Black is attacking White, he will build up strength in the top right.



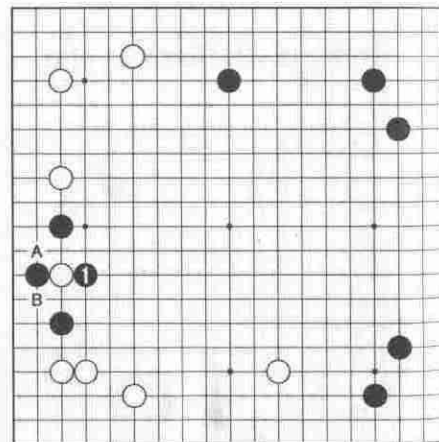
Problem 22. Answer

Black 1 is urgent. White wants to play at A, an ideal extension from his corner enclosure, then aim at B. The black stones would then be without a base.



Problem 23. Answer

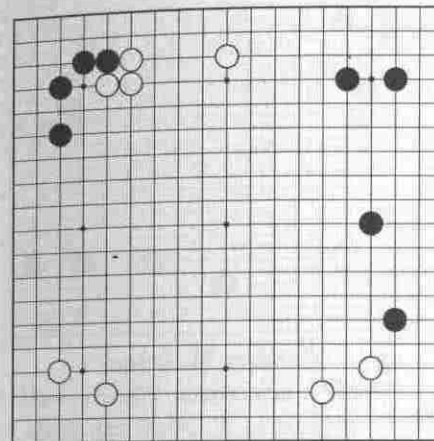
Black 1 is the vital point. This move expands Black's moyo and reduces White's. When competing for influence, it is commonsense to play high with a move like Black 1 and force your opponent's stones into a low position.



Problem 24. Answer

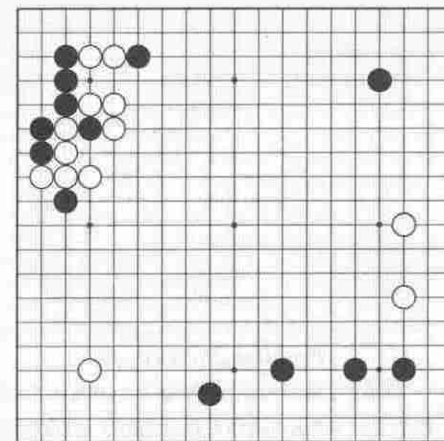
Considering the strength of White's positions above and below, Black must strengthen his stones on the left side by clamping with 1. If Black omits this move, White can hane at A or B, and Black will be in for a hard fight.

Problem 25. Black to play



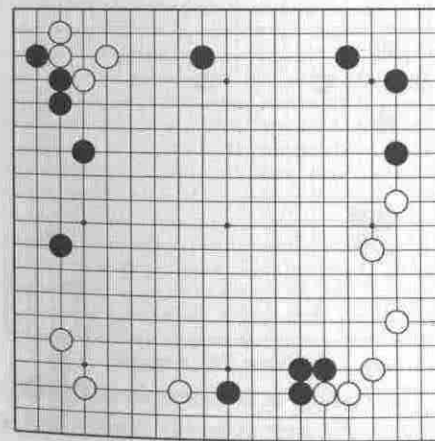
'Defend your position by threatening your opponent's stones!' Where should Black play?

Problem 26. Black to play



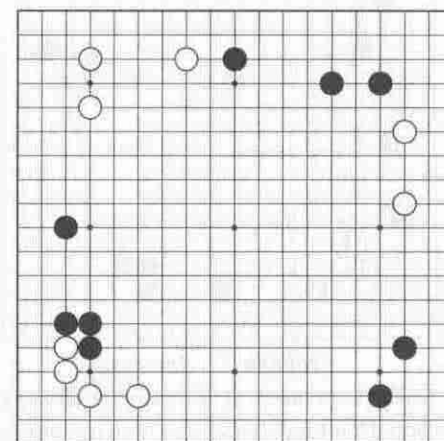
'Neutralize your opponent's thickness!' Where should Black play?

Problem 27. Black to play

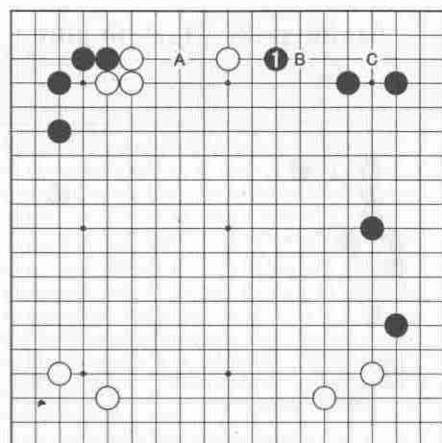


'Split your opponent's position in two!' Where should Black play?

Problem 28. Black to play

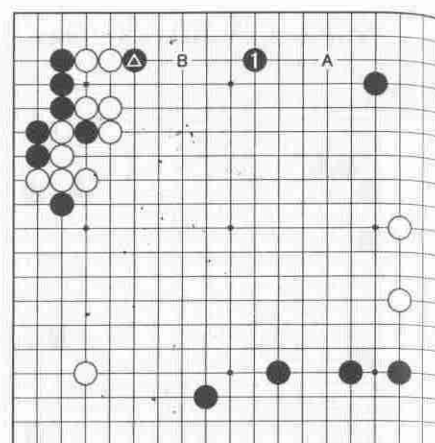


'Expand your territory while aiming at your opponent's weak point!' Where should Black play?



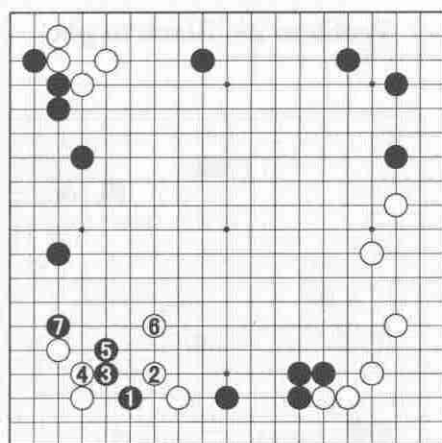
Problem 25. Answer

Black 1 is a dual-purpose move: it extends from the weak side of his corner enclosure, and it threatens to invade White's position at A. If Black omits this move, White will extend to B, threatening to peep at C.



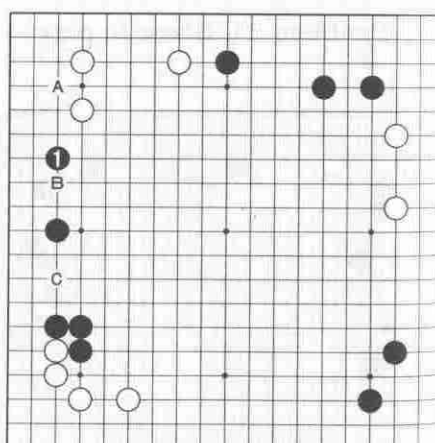
Problem 26. Answer

Black 1 neutralizes White's wall. If White answers at A, Black can settle his stones at the top by extending to B. With the marked stone running interference, Black's stones at the top are in no danger.



Problem 27. Answer

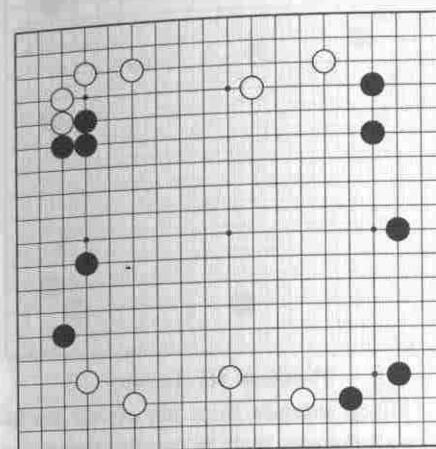
Black invades at 1 to create a weak group. Black easily escapes with his stones with the sequence 7, but White's three stones are floating in the center without a base.



Problem 28. Answer

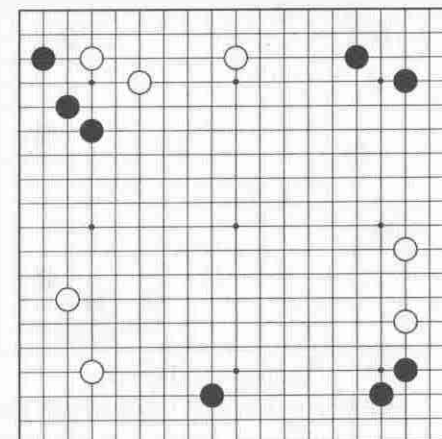
Extending to 1 strengthens Black's position and aims to invade White's with a peep at A. If White were to extend to B, his position would be ideal and Black would have to worry about an invasion at C.

Problem 29. Black to play



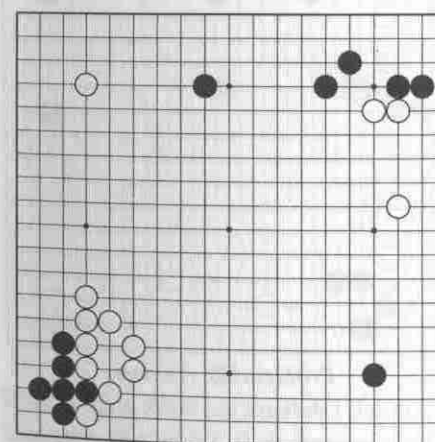
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 30. Black to play



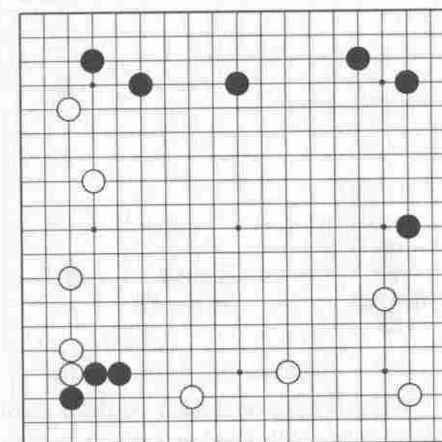
'Expand your territory while threatening your opponent's stones!' Where should Black play?

Problem 31. Black to play

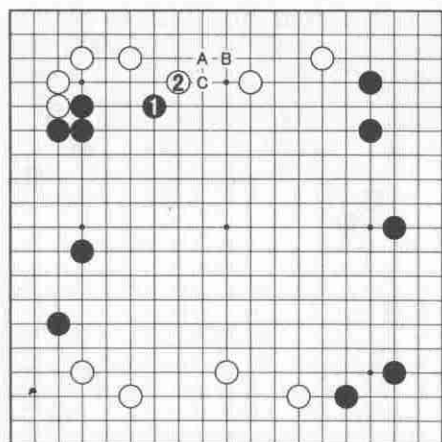


'Neutralize your opponent's thickness!' Where should Black play?

Problem 32. Black to play

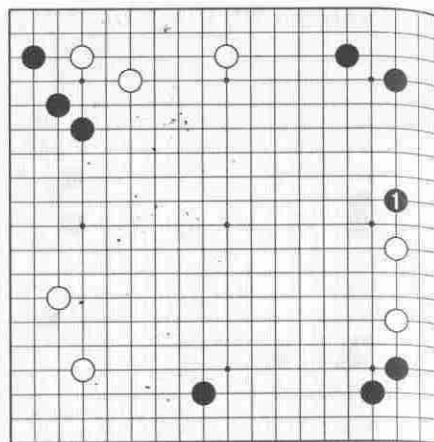


'Defend your weak stones before they come under attack!' Where should Black play?



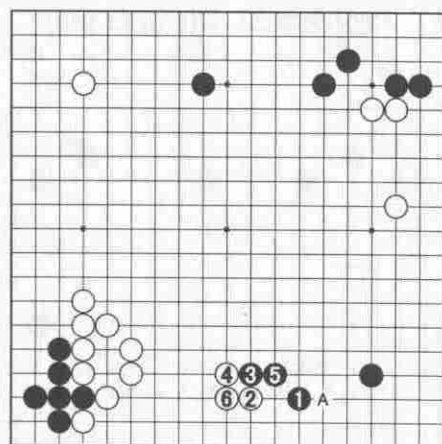
Problem 29. Answer

Black 1 is the vital point of the two moyos. Invading the top at A is not good. White answers with B—Black C—White 1, and Black ends up with a weak group. Therefore, Black must erase and expand.



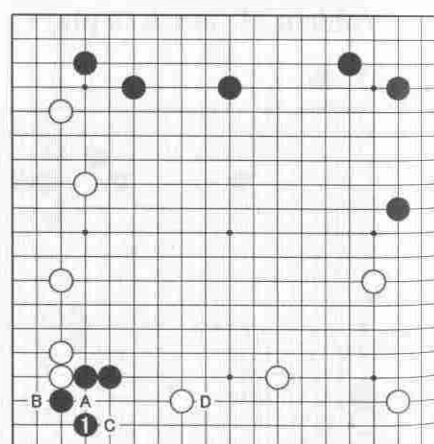
Problem 30. Answer

Black extends from his corner enclosure all the way to 1. Since this move also attacks the white stones below, it serves two purposes. ('Killing two birds with one stone,' as the proverb goes.)



Problem 31. Answer

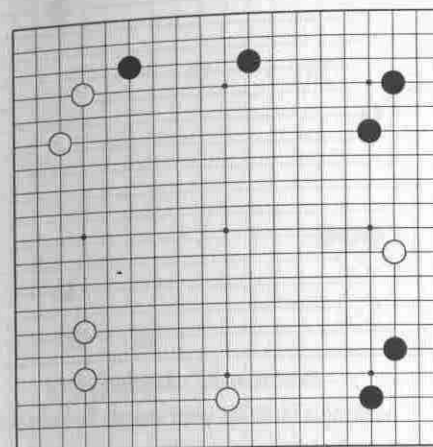
White is thick on the left, so Black must defend tightly with 1 and prevent White from utilizing his thickness with an approach at A. If White extends to 2, Black plays 3, and, after 6, White's stones are overconcentrated.



Problem 32. Answer

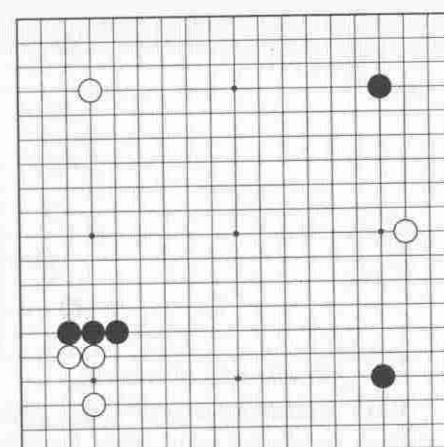
Black 1 defends the weak point of A. If Black descends to B, White will peep at C and Black's stones will be under attack. If there were a black stone around D, Black could descend to B.

Problem 33. Black to play



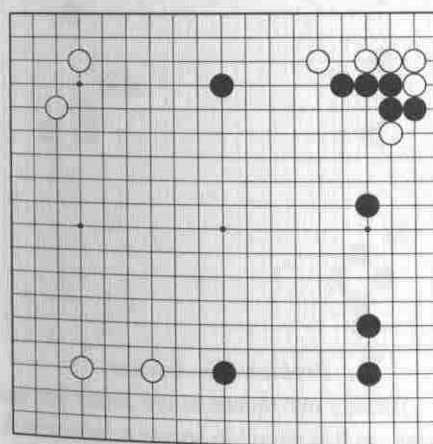
'Expand your territory while attacking your opponent's weak stones!' Where should Black play?

Problem 34. Black to play



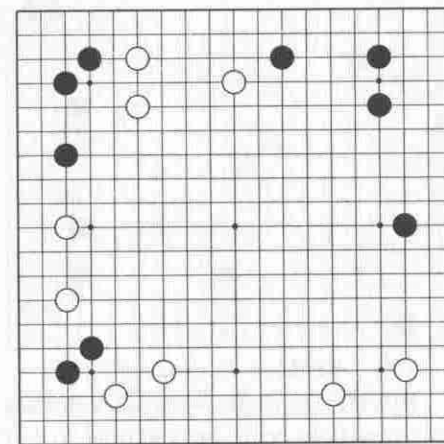
'Utilize your thickness!' A wall without a base can become heavy. Where should black play?

Problem 35. Black to play

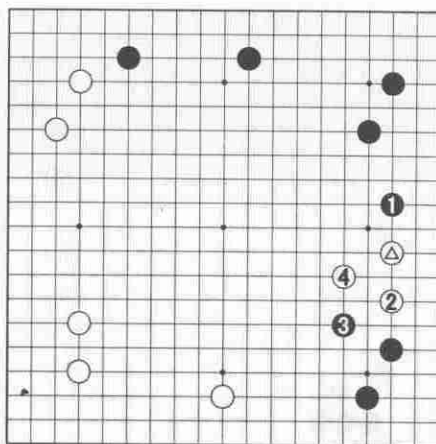


'Strengthen your weak stones by linking them up to your moyo!' Where should Black play?

Problem 36. Black to play

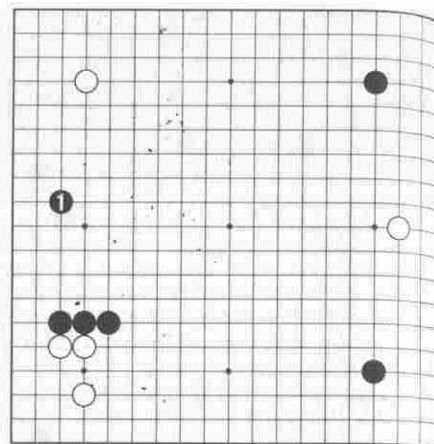


'Make a base for your weak stones!' Where should Black play?



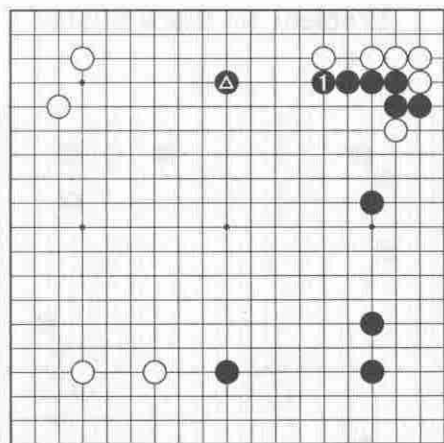
Problem 33. Answer

Black expands his territory with 1 while attacking the marked stone. White has little room to maneuver, but he extends as far as he can to 2. Black jumps to 3, reinforcing his enclosure and chasing White into the center.



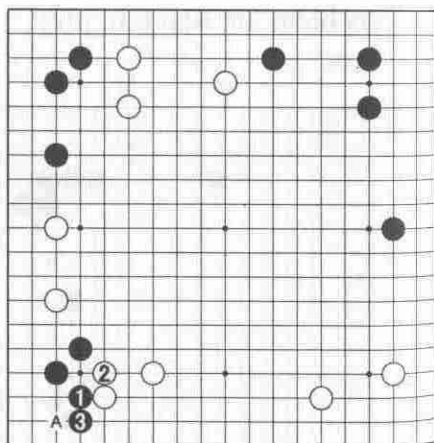
Problem 34. Answer

Making a base for your stones has top priority in the opening, so extensions such as Black 1 are urgent. If White extended to 1, Black's thickness would be neutralized and White would have taken the initiative.



Problem 35. Answer

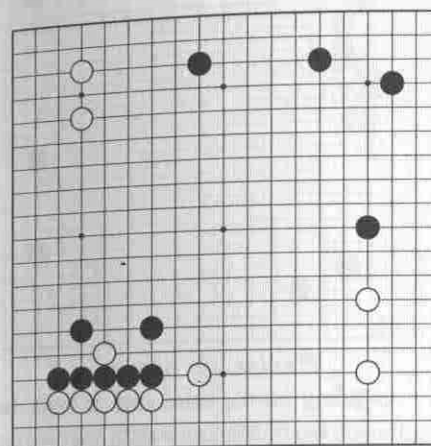
Black 1 is sente. It also expands Black's moyo and links up the marked stone to it. If White were to push up at 1, Black's moyo would be reduced and the marked stone would be isolated.



Problem 36. Answer

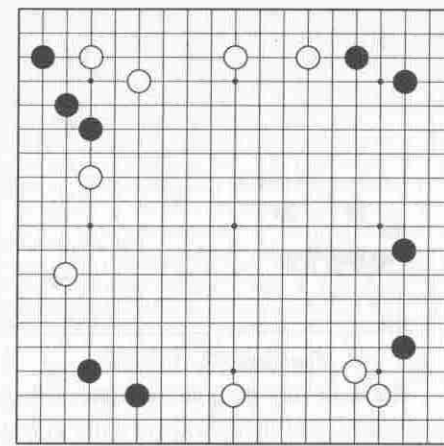
Black's two stones in the lower left are weak, so it is urgent to secure a base with 1 and 3. If White were to play A, Black's two stones would be in trouble. Don't leave weak stones for your opponent to attack!

Problem 37. Black to play



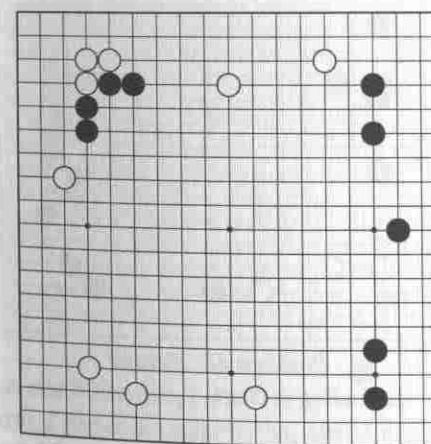
'Utilize your thickness by extending from it as far as possible!' Where should Black play?

Problem 38. Black to play



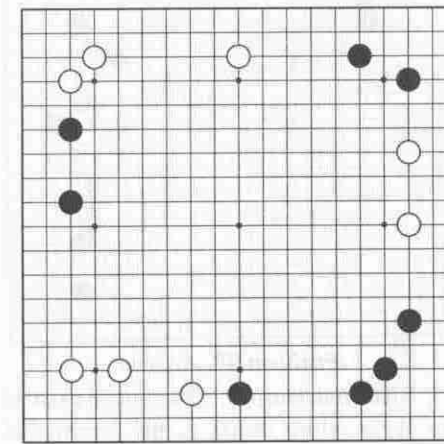
'Attack your opponent's overextended stones!' Where should Black play?

Problem 39. Black to play

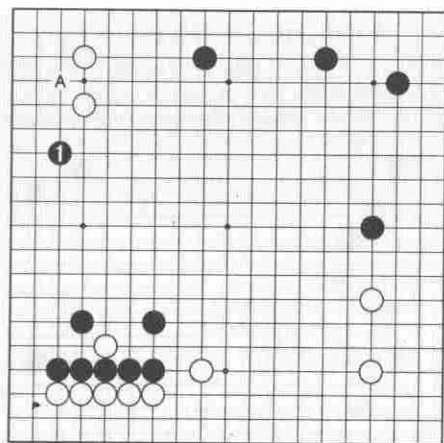


'Keep your opponent's weak stones isolated!' Where should Black play?

Problem 40. Black to play

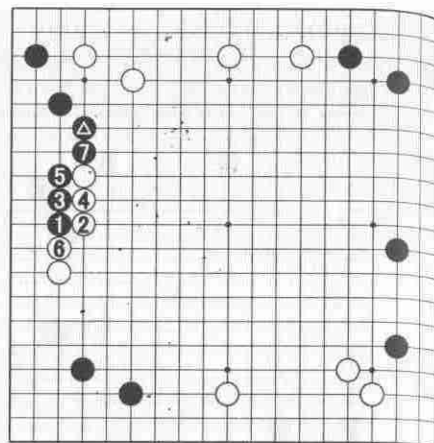


'Push back the border of your opponent's influence while reinforcing your weak stones!' Where should Black play?



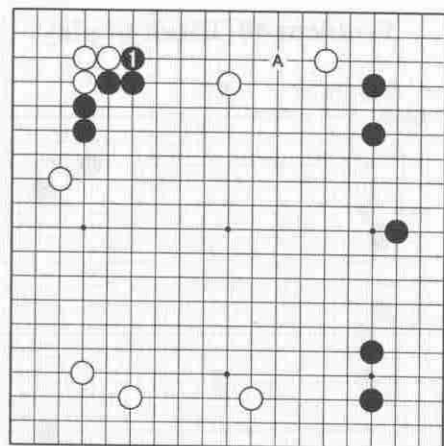
Problem 37. Answer

Black is very thick in the lower left. In such cases, you should extend as far as possible. Here, Black 1 not only extends, it also aims at A, the weak point of White's corner enclosure.



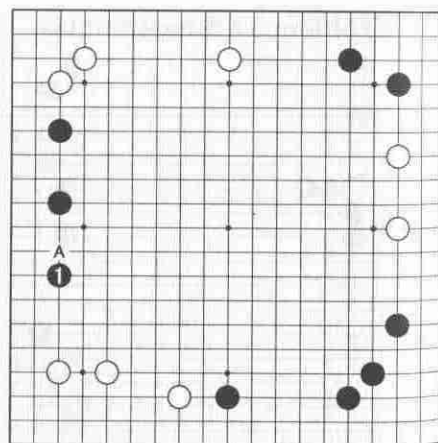
Problem 38. Answer

Invading on the third line is best. Invading on the fourth line would not turn out well for Black because his marked stone is on the fourth line. The sequence continues to Black 7. Compare *Problem 20*.



Problem 39. Answer

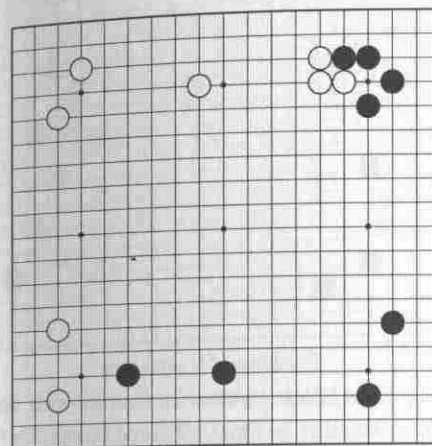
Black must turn at 1. This move isolates the three white stones in the corner and leaves the two white stones at the top right thin. Black can next aim to invade at A.



Problem 40. Answer

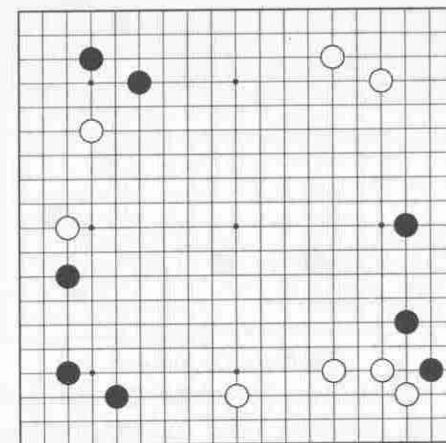
Extending to Black 1 prevents White A, which would put pressure on Black's two stones. It also neutralizes the power of the white corner enclosure below.

Problem 41. Black to play



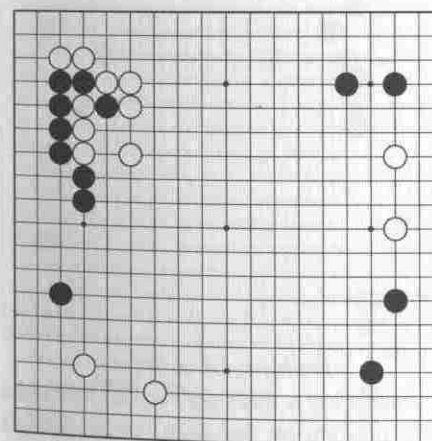
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 42. Black to play



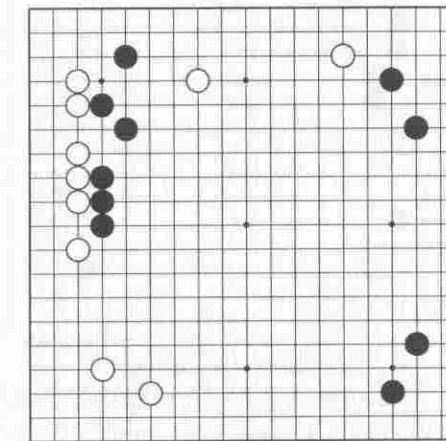
'Secure your overextended stones!' Where should Black play?

Problem 43. Black to play

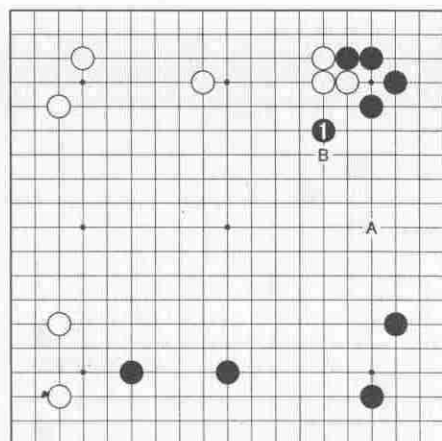


'Neutralize your opponent's thickness!' Where should Black play?

Problem 44. Black to play

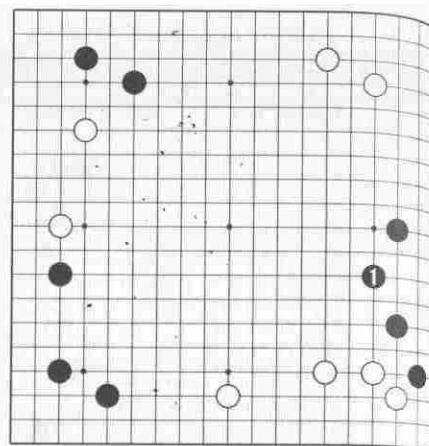


'Use your thickness to attack!' 'Invade your opponent's overextended positions!' Where should Black play?



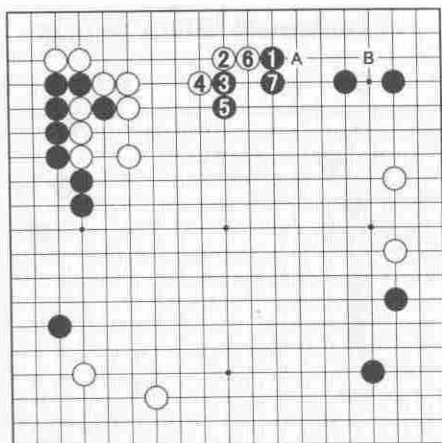
Problem 41. Answer

Black 1 is on the line where the black and white moyos are vying for influence. The right side is wide open, but Black doesn't want to defend at A with 1 because White would take the initiative by jumping to B.



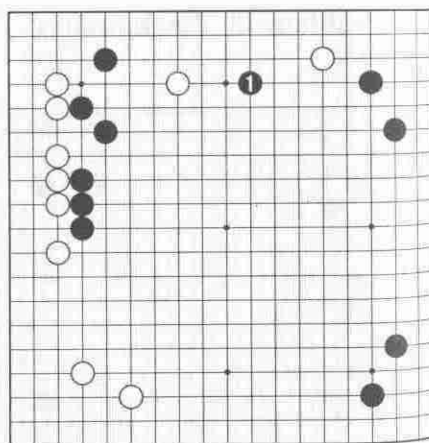
Problem 42. Answer

Since Black's stones on the right side are overextended, he must reinforce them with 1. His other three stones are low, on the second and third lines, so, for the sake of balance, he must play high on the fourth line.



Problem 43. Answer

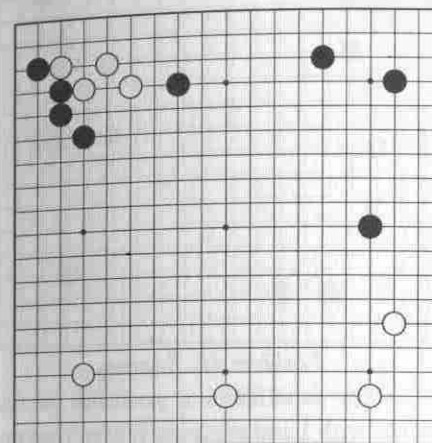
White is thick on the left, so Black defends tightly with 1. This move also prevents White from extending to A, aiming at B. If White answers with 2, the sequence to Black 7 follows and White's stones become overconcentrated.



Problem 44. Answer

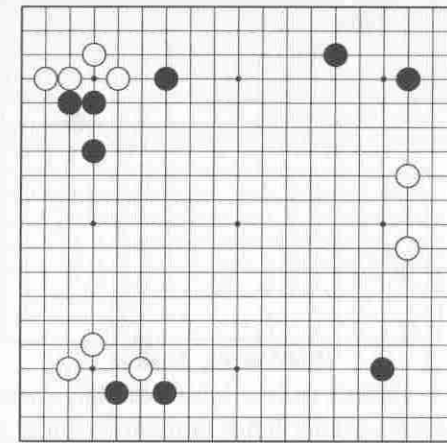
Black has a thick wall on the left and a tight position on the right, while White's stones at the top are thin. Thus, the invasion of Black 1 on the fourth line, right in the middle of those two stones, is the ideal point.

Problem 45. Black to play



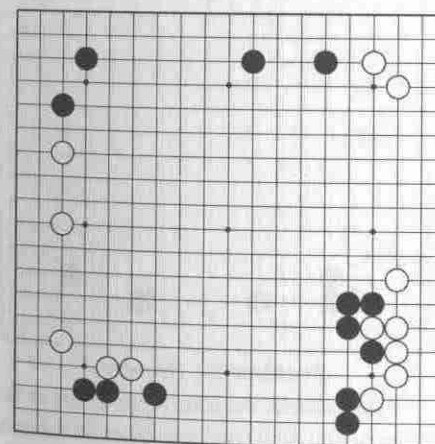
'Deprive your opponent's stones of a base!' How should Black attack White?

Problem 46. Black to play



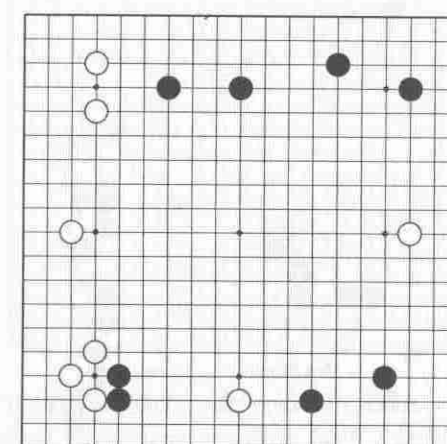
'Secure a base for your stones!' 'Neutralize your opponent's influence!' Where should Black play?

Problem 47. Black to play

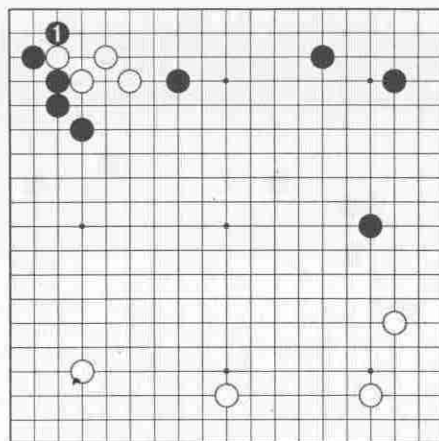


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 48. Black to play

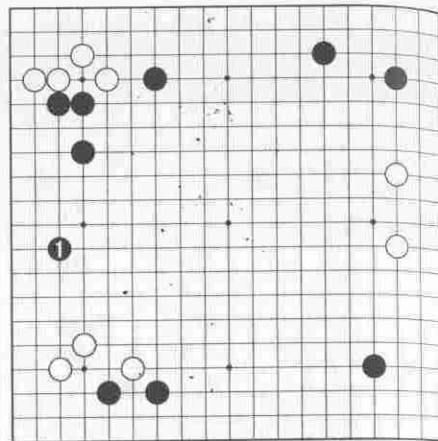


'Make a base for your stones while attacking your opponent's!' Where should Black play?



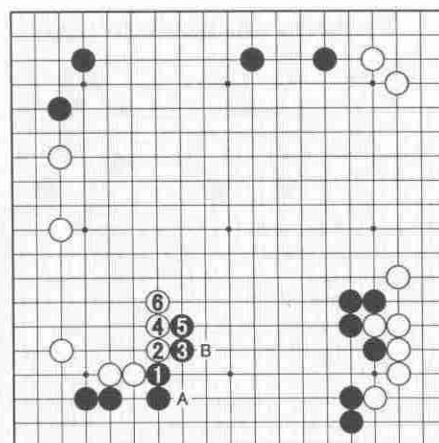
Problem 45. Answer

If Black ataris at 1, the four white stones at the top left will find themselves without a base. Since they have to escape, Black can build up his moyo on the right while attacking them.



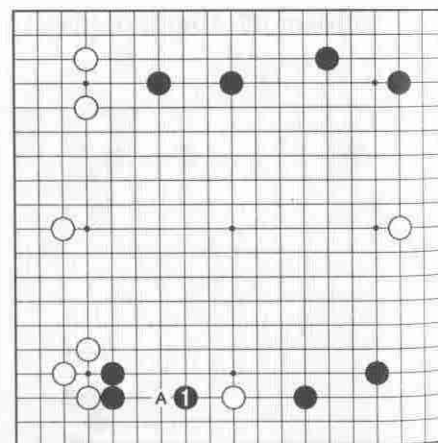
Problem 46. Answer

Black establishes a position for his stones with 1 and prevents White from extending around here as well. If White were to extend to 1, he would stake out territory while attacking Black's stones.



Problem 47. Answer

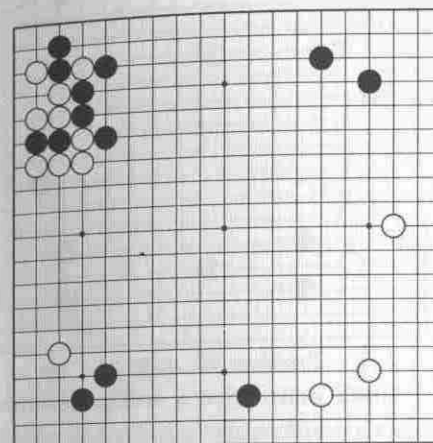
Black 1 is where the two moyos meet. If White 2, Black expands his moyo with 3 and 5. If White were to play 1, Black A—White B would follow and White would have expanded his moyo at the expense of Black's.



Problem 48. Answer

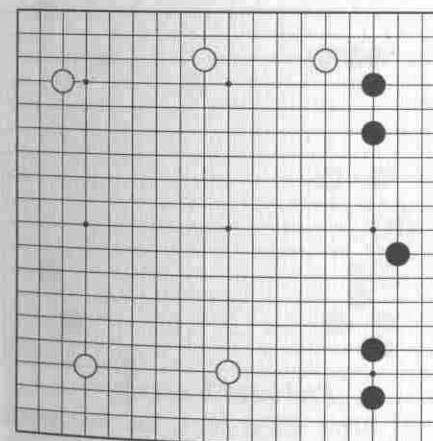
Black attacks the lone white stone at the bottom with 1 while making a base for his own stones. If White were to play A, he would establish a position at the bottom and the two black stones would come under attack.

Problem 49. Black to play



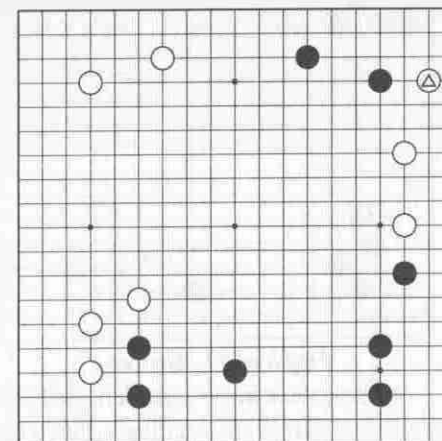
'Push back the border of your opponent's influence while expanding your own!' Where should Black play?

Problem 51. Black to play



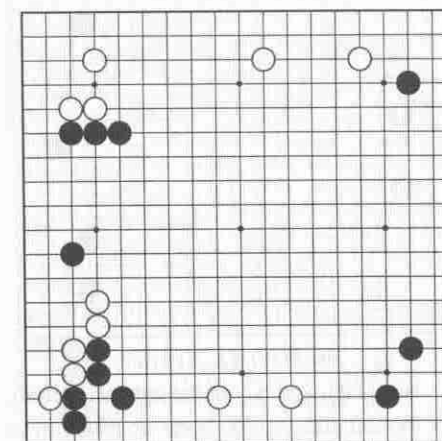
'Establish a foothold within your opponent's sphere of influence!' 'Open up virgin territory!' Where should Black play?

Problem 50. Black to play

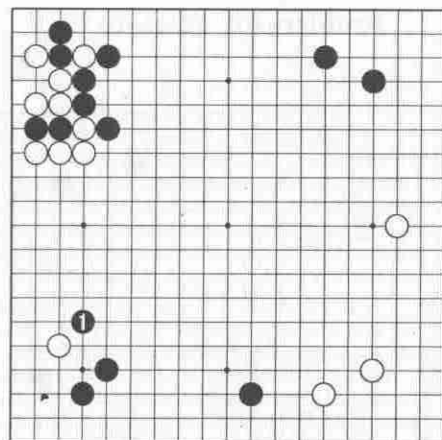


'Establish a foothold within your opponent's sphere of influence!' How should Black respond to the marked stone?

Problem 52. Black to play

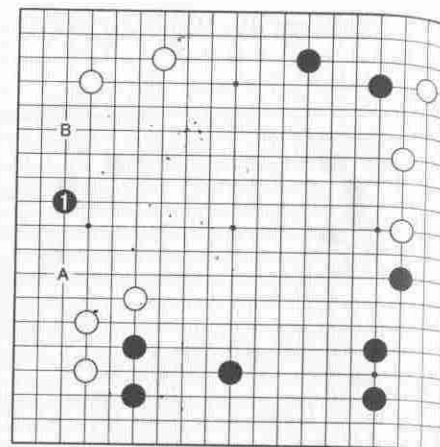


'Rob your opponent's stones of their base!' Where should Black play?



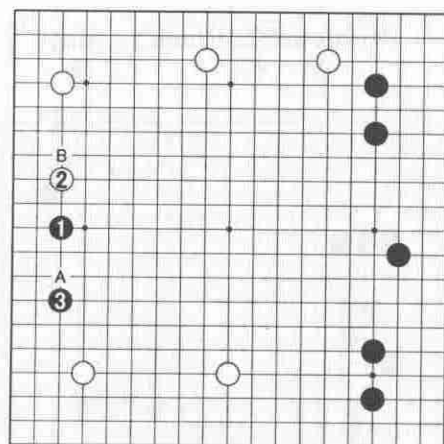
Problem 49. Answer

White is thick in the upper left, so Black prevents White from creating a moyo by pressing with 1. This move also expands Black's influence along the bottom left.



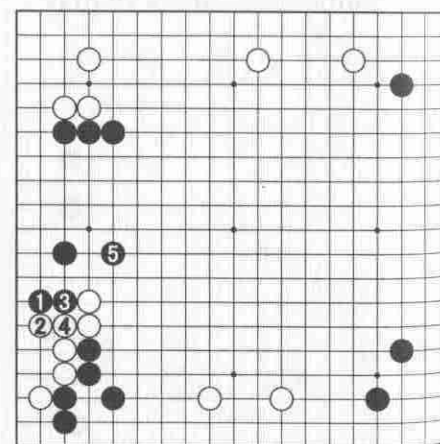
Problem 50. Answer

Black must drive a wedge between White's positions above and below with 1. The upper right is small compared to the moyo White would make if he played 1. The points A and B are miai, so Black can easily settle his stones on the left side.



Problem 51. Answer

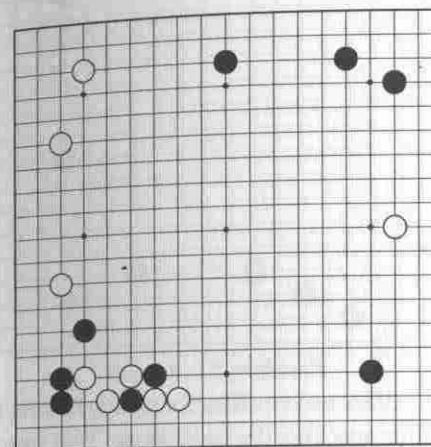
White has staked out the top and bottom, but the left side is wide open, so Black must establish a presence there before White can build a moyo. Black 1 is the ideal point. If White 2, Black 3; if White A, Black B.



Problem 52. Answer

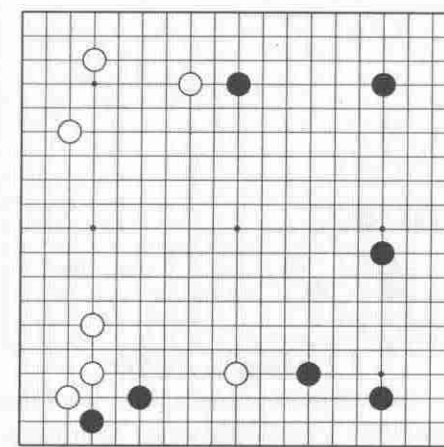
If Black slides to 1, the five white stones will be without a base. After 3, Black can take profit while attacking them with 5.

Problem 53. Black to play



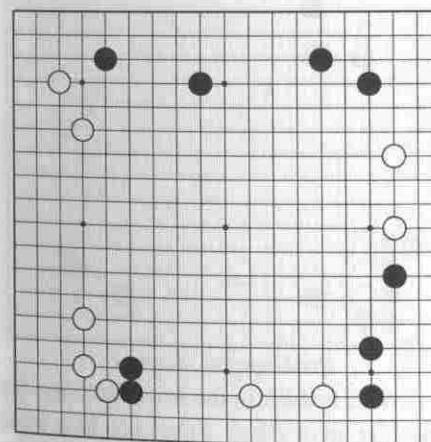
'Reinforce your weak stones!' Where should Black play?

Problem 54. Black to play



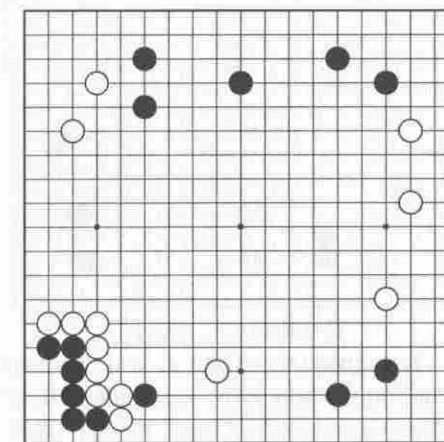
'Make a base for your weak stones while attacking your opponent's!' Where should Black play?

Problem 55. Black to play

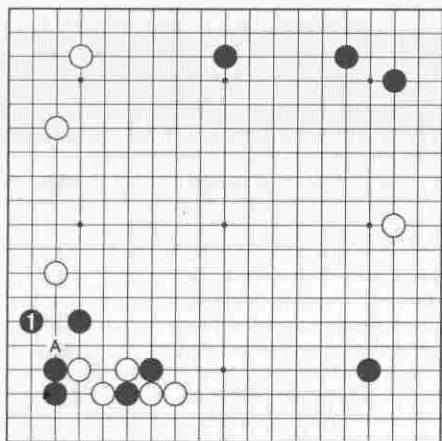


'Make a base for your stones while attacking your opponent's!' Where should Black play?

Problem 56. Black to play

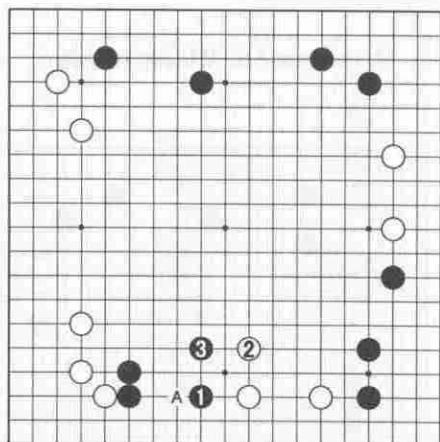


'Don't let your opponent secure a moyo!' Where should Black play?



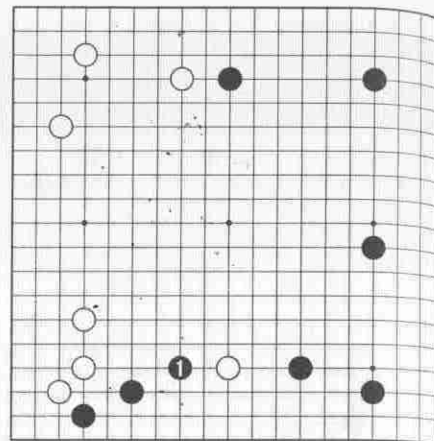
Problem 53. Answer

Black's position on the lower left is thin and White is threatening to play A, so it is urgent that Black defend at 1. Now that Black is strong, he can aim to invade the left side.



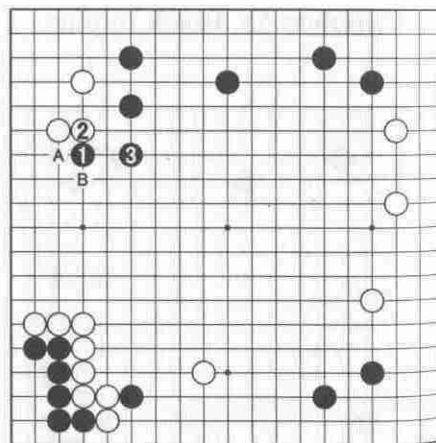
Problem 55. Answer

It is urgent for Black to settle his two stones at the bottom by extending to 1. If White were to extend to A, the two black stones would be in trouble. Black 1 also puts pressure on the two white ones to the right. Next, White jumps to 2 and Black to 3.



Problem 54. Answer

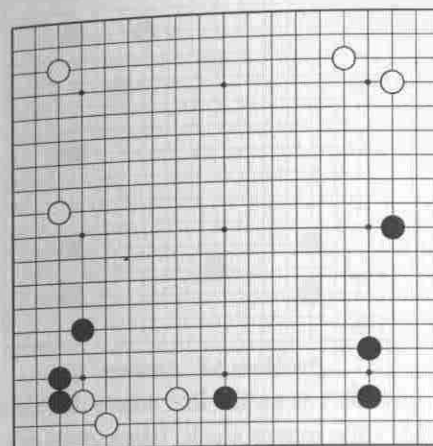
Black makes a base for his stones with 1 while attacking the white stone. That stone is now caught between two strong positions, so it must run away. But Black will gain profit while attacking it.



Problem 56. Answer

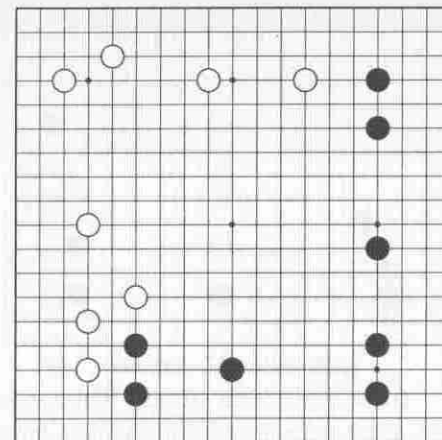
White is thick in the lower left, but the shoulder hit of Black 1 prevents him from creating a moyo on the left side. If White 2, Black jumps to 3; if White A, Black B.

Problem 57. Black to play



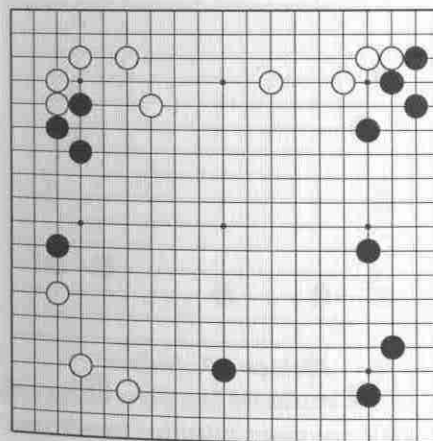
'Rob your opponent's stones of their base!' Where should Black play?

Problem 58. Black to play



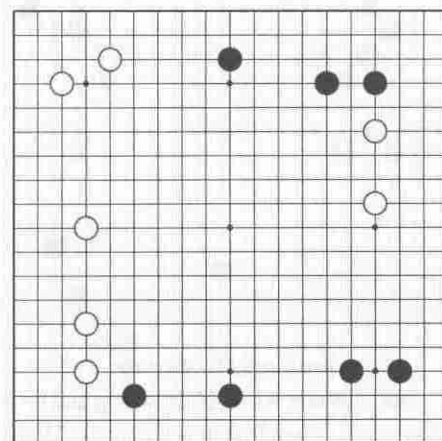
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 59. Black to play

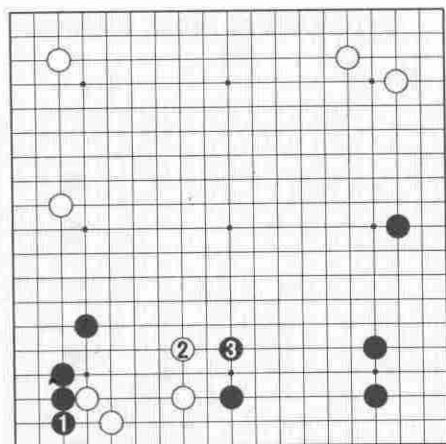


'Strengthen your stones before invading!' Where should Black play?

Problem 60. Black to play

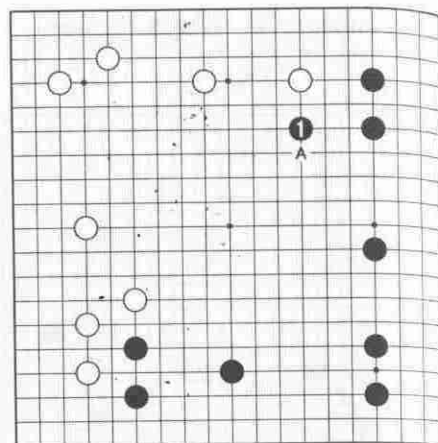


'Expand your territory while attacking your opponent's weak stones!' Where should Black play?



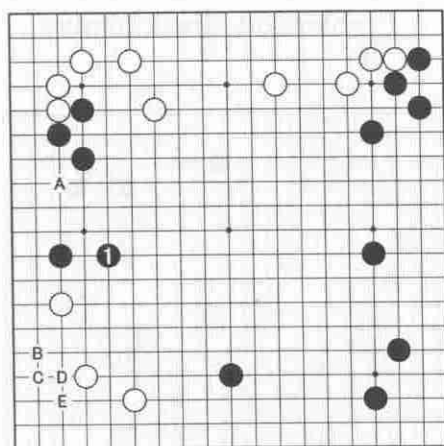
Problem 57. Answer

Black expands his territory with 1, taking away the eye shape of White's three stones to the right. White has to escape with 2, but Black expands his moyo on the right with 3 while attacking White.



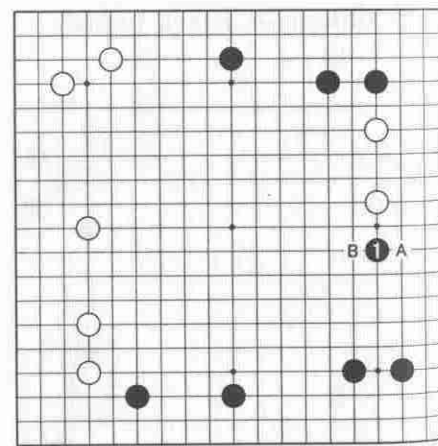
Problem 58. Answer

Black 1 is on the line where the black and white moyos clash. Black must play here to take the initiative. If Black omits this move, White will jump to A and it will be White who takes the initiative.



Problem 59. Answer

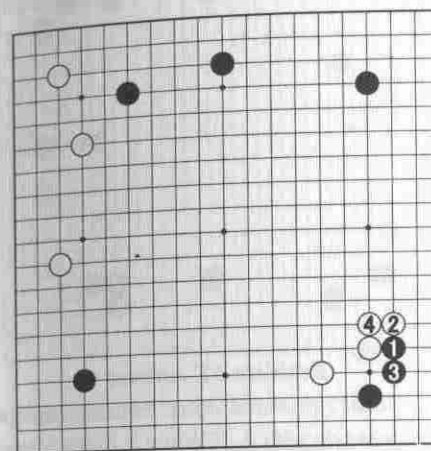
All of White's stones are strong and he is aiming at A. Therefore, it is urgent that Black defend his position by jumping to 1. With his increased strength, Black can now aim at an invasion on one of the points from B to E.



Problem 60. Answer

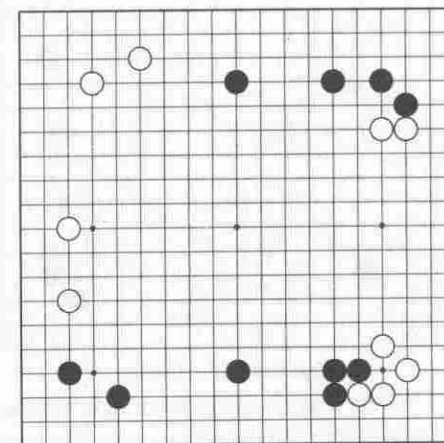
Black attacks the two white stones with 1, while making an extension from his corner enclosure. Black A on the third line is possible, but Black 1 is moyo-oriented. If Black A, White B erases Black's moyo.

Problem 61. Black to play



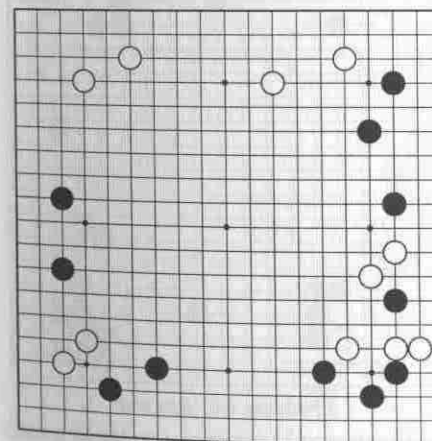
'Neutralize your opponent's thickness!' How should Black continue after White connects at 4?

Problem 62. Black to play



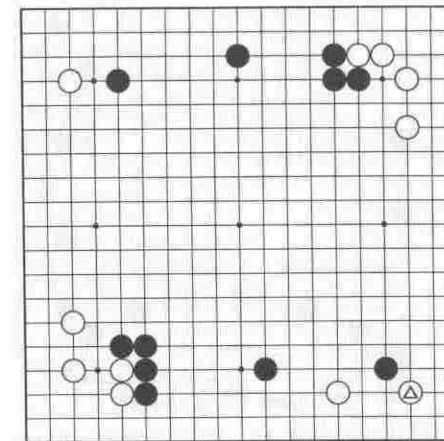
'Invade your opponent's overextended position! Where should Black play?

Problem 63. Black to play

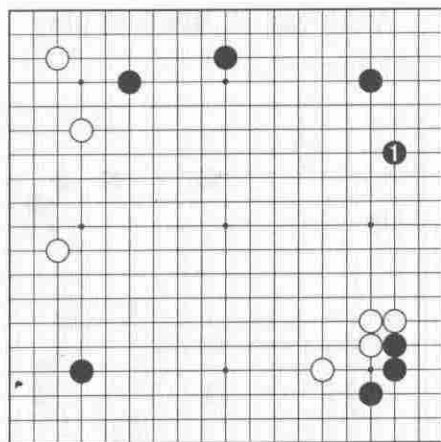


'Rob your opponent's stones of their base!' Where should Black play?

Problem 64. Black to play

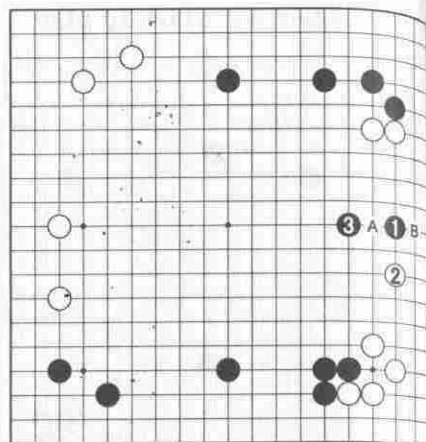


'Block in the direction that gives you the most territory!' How should Black respond to the invasion of the marked stone?



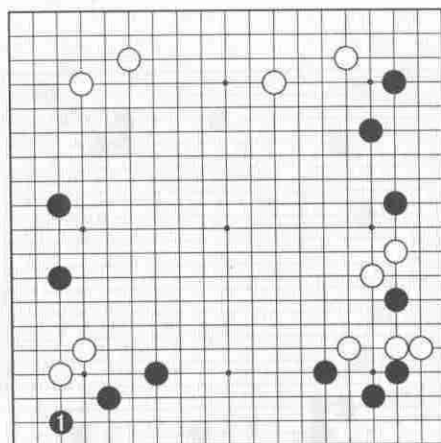
Problem 61. Answer

White is thick on the lower right side, so Black doesn't want to get too close. The tight extension to Black 1 strikes the perfect balance between neutralizing White's thickness and staking out corner territory.



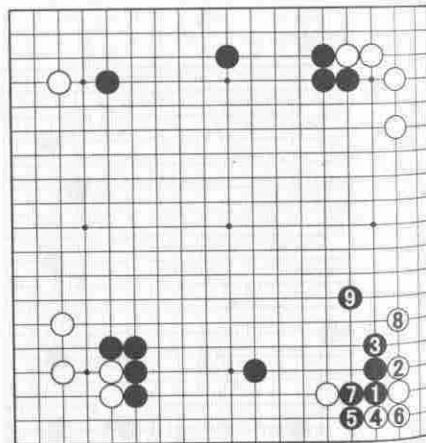
Problem 62. Answer

Black 1 prevents White from staking out the right side with A. If White 2, Black jumps to 3 and the two white stones above come under attack. Black 1 at A is lukewarm because White could settle his stones by sliding to B.



Problem 63. Answer

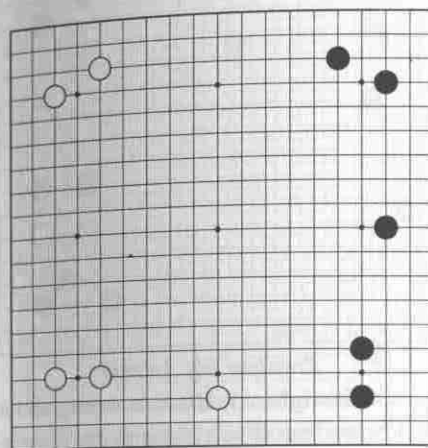
If Black slides to 1, the two white stones will be without a base. Black can then take profit while attacking them.



Problem 64. Answer

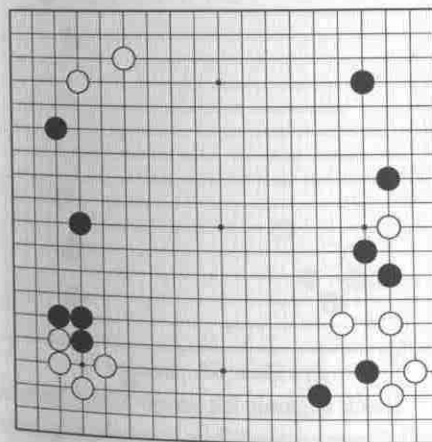
Black should block at 1 to build a wall facing his thickness on the left. After 9, Black has built up a large moyo at the bottom.

Problem 65. Black to play



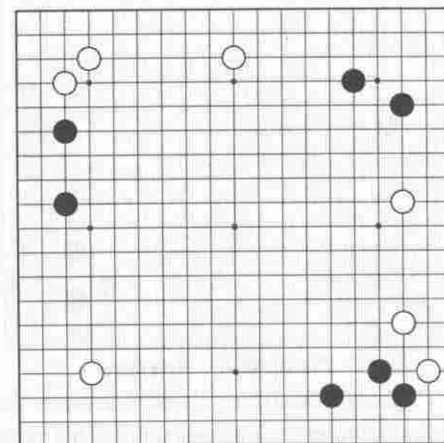
'Establish a foothold within your opponent's sphere of influence!' 'Open up virgin territory!' Where should Black play?

Problem 67. Black to play



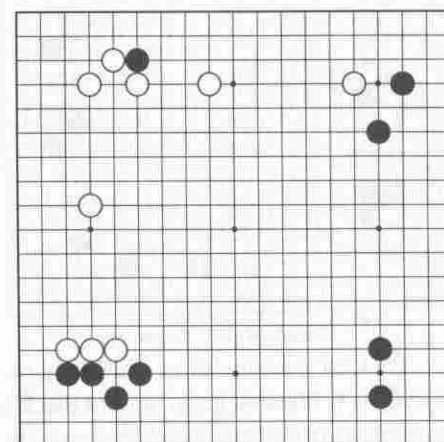
'Don't leave weak stones in the opening!' Where should Black play?

Problem 66. Black to play

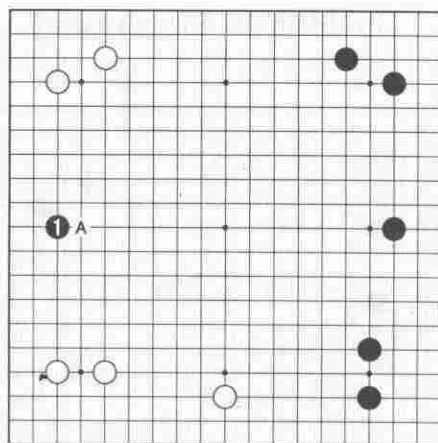


'Invade your opponent's overextended positions!' Where should Black play?

Problem 68. Black to play

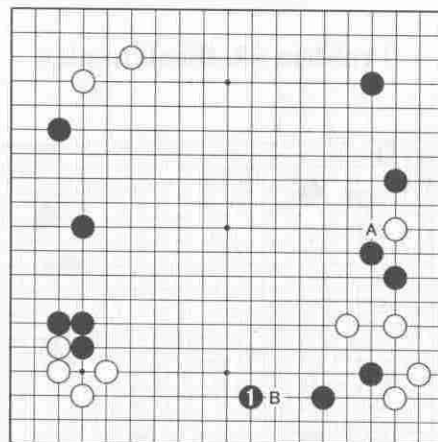


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



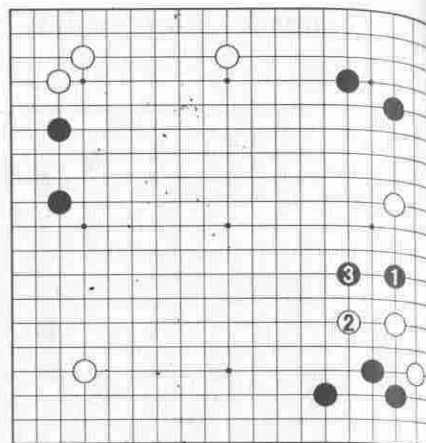
Problem 65. Answer

Black should drive a wedge between the two white corner enclosures with 1. This move prevents White A, which would be an ideal extension from both of White's enclosures.



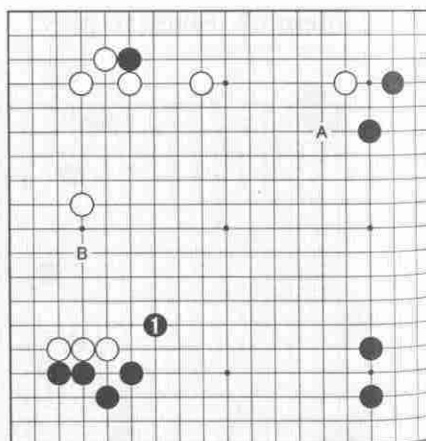
Problem 67. Answer

Black must secure his two stones by extending to 1. Black A is also big, but Black's two stones at the bottom would be in trouble if White played B. If White plays A, both sides would have weak groups, but, if White B, only Black would have a weak group.



Problem 66. Answer

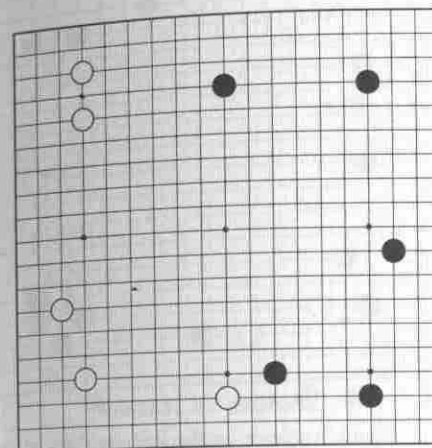
On the right side Black is strong above and below, but White's stones are overextended, so Black should invade with 1. If White 2, Black keeps up the pressure with 3. White is left with two weak groups.



Problem 68. Answer

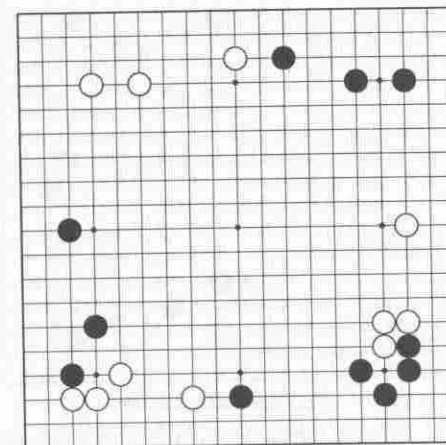
Black expands his moyo at the bottom with 1, preventing White from playing there and expanding his moyo on the left. The reason Black 1 is bigger than Black 1 at A is that Black has a follow-up move at B after 1.

Problem 69. Black to play



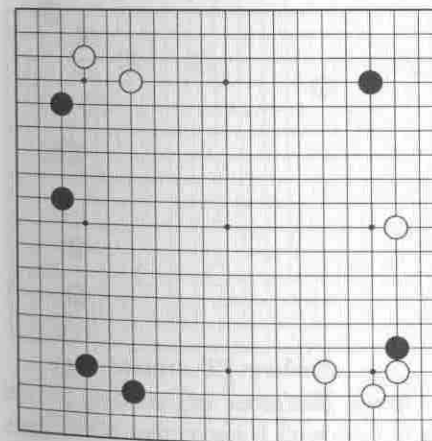
'Push back the border of your opponent's influence while expanding your own!' Where should Black play?

Problem 70. Black to play



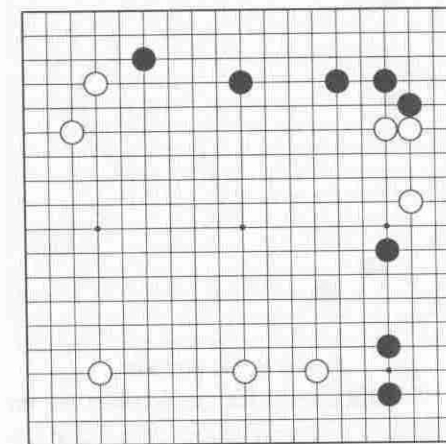
'Don't let your weak stones come under attack!' Where should Black play?

Problem 71. Black to play

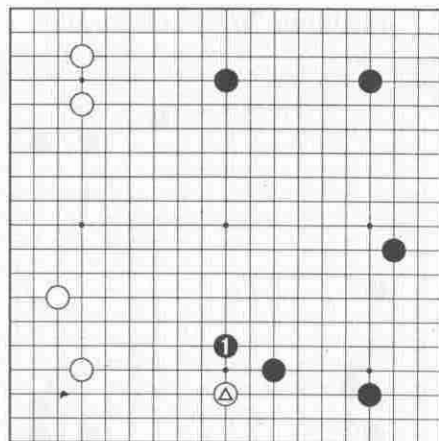


'Take profit by attacking weak stones!' Where are White's weak stones and how should Black attack them?

Problem 72. Black to play

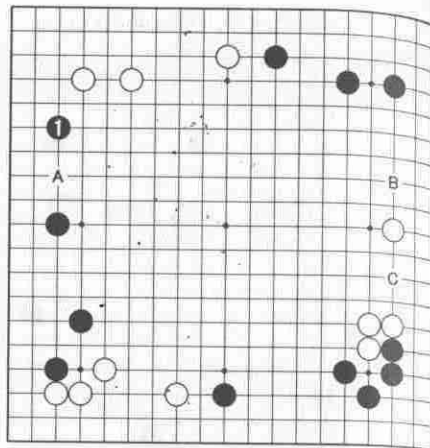


'Secure your territory while restricting your opponent's base!' How should Black play?



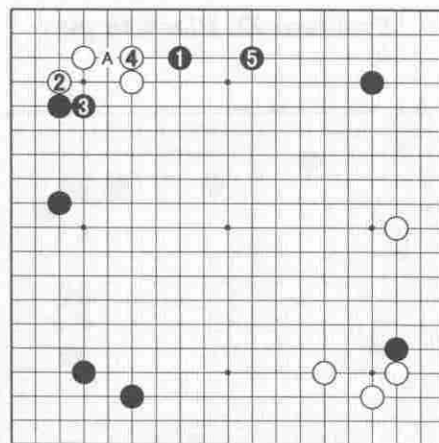
Problem 69. Answer

After 1, the scale of Black's moyo is vast. Black 1 also attacks the marked stone and prevents White from expanding his own moyo with 1. White will be at a disadvantage when he invades Black's moyo.



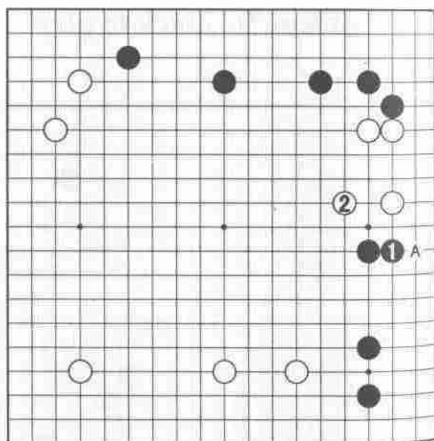
Problem 70. Answer

Black's stones on the left are thin, so he extends to 1. White A would attack Black's thin stones below and give White profit. Black B, threatening Black C, is also big, but Black 1 is more urgent.



Problem 71. Answer

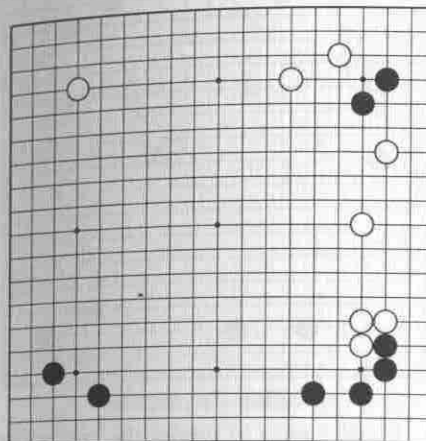
Black 1 attacks the two white stones on the left. If White exchanges 2 for Black 3, a weak point at A still remains, so White must defend at 4. Next, Black defends the top by taking territory with 5.



Problem 72. Answer

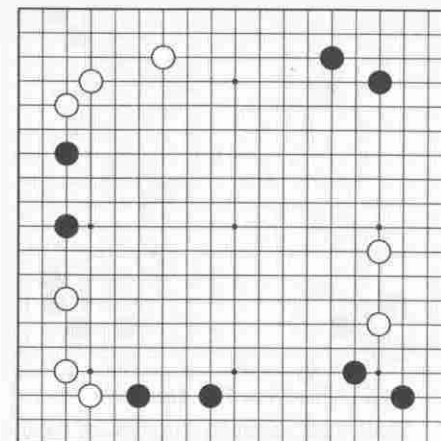
Black reinforces his territory in the lower right with 1, preventing White from sliding to A. This move also attacks three white stones above, so White must defend his stones by jumping to 2.

Problem 73. Black to play



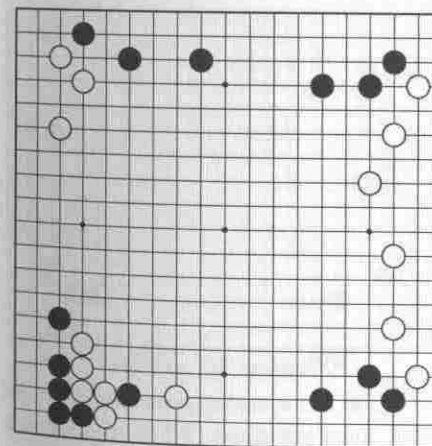
'Make a base for your weak stones!' How should Black play?

Problem 74. Black to play



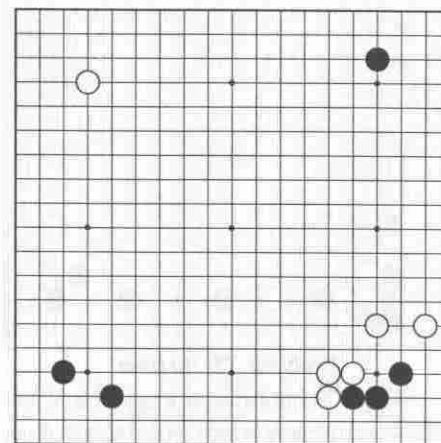
'Expand your territory while attacking!' How should Black play?

Problem 75. Black to play

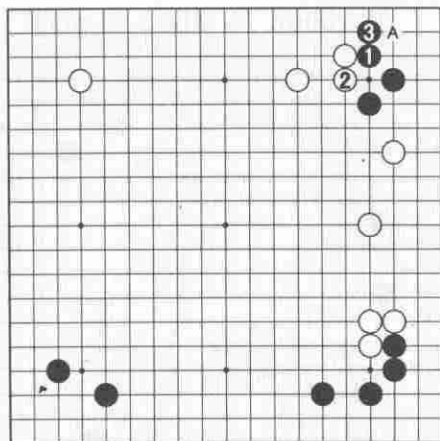


'Don't let your weak stones come under attack!' 'Play moves that have a good follow-up!' Where should Black play?

Problem 76. Black to play

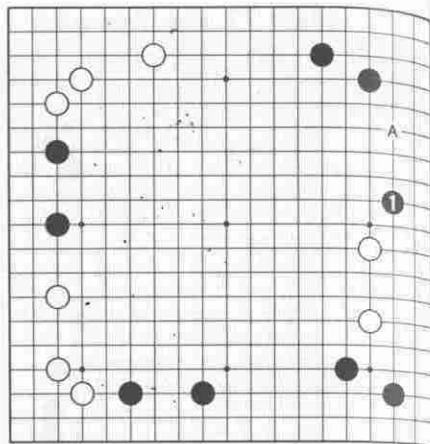


'Neutralize your opponent's thickness!' Where should Black play?



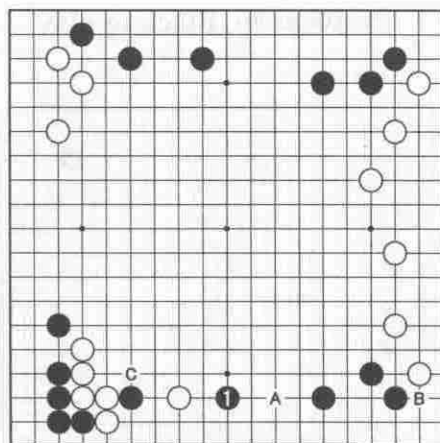
Problem 73. Answer

Black must secure the corner with 1 and 3. If White slid to A, the Black's two stones would be without a base and White could profit by attacking them. The difference between Black 1 and White A is over 20 points.



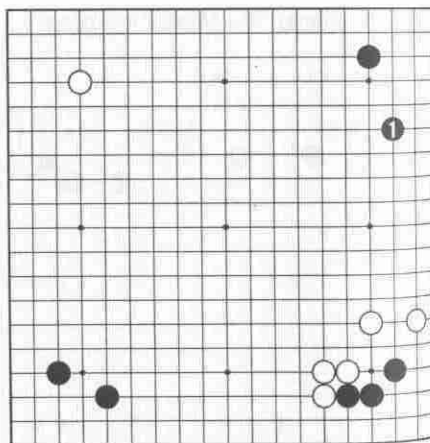
Problem 74. Answer

Black 1 aims to uproot the two white stones. This move also expands Black's influence on the right and prevents White from reinforcing his two stones by approaching at A.



Problem 75. Answer

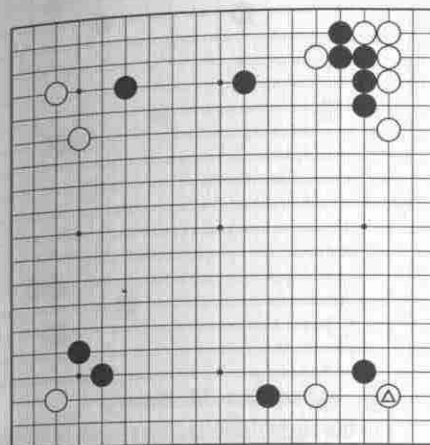
Black 1 is big because it prevents White from attacking at A, which would almost force Black to defend at B. After 1, Black has a good follow-up at C. Black 1 at B is not interesting because it has no effective follow-up.



Problem 76. Answer

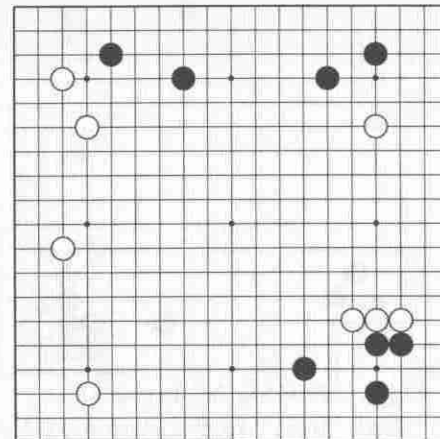
White has a strong position below, so Black must not allow White to approach the upper right corner. He has to make an enclosure with 1 to limit White's influence on the right side.

Problem 77. Black to play



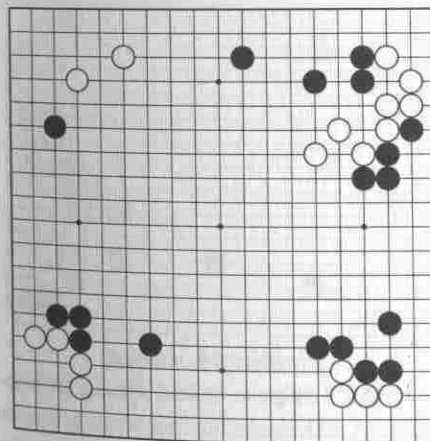
'Block in the direction that gives you the most territory!' How should Black respond to the invasion of the marked stone?

Problem 78. Black to play



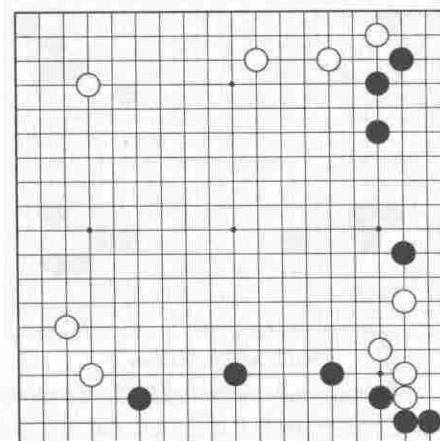
'Invade your opponent's overextended position!' Where should Black play?

Problem 79. Black to play

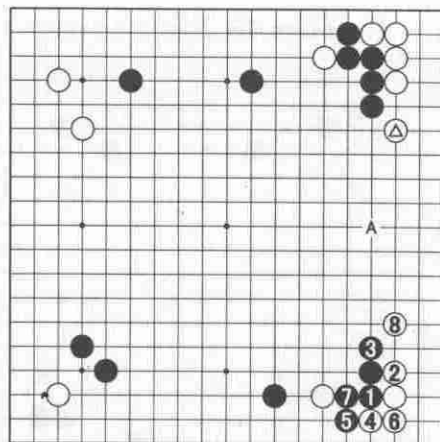


'Use your influence to create a vast moyo!' Where should Black play?

Problem 80. Black to play

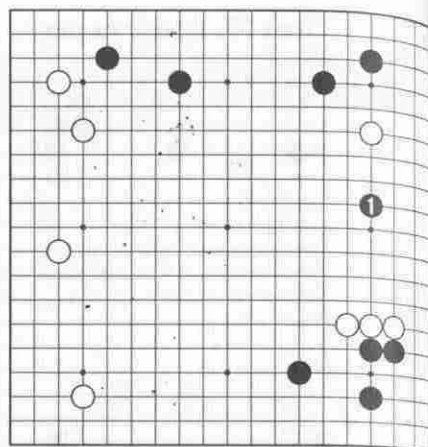


'Strengthen your overextended stones while attacking!' How should Black play?



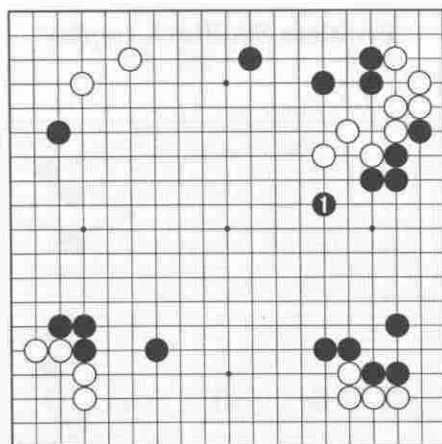
Problem 77. Answer

Black doesn't have a stone around A while White has the marked stones in place, so blocking with Black 1 is the right direction. After the joseki to White 8, Black ends in sente and is satisfied with his thickness.



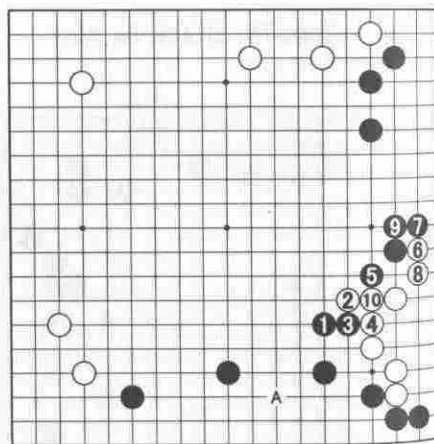
Problem 78. Answer

On the right there is a huge gap between White's stones below and the one above. Moreover, Black has strong positions at the top and bottom, so Black 1 severely attacks the two white groups.



Problem 79. Answer

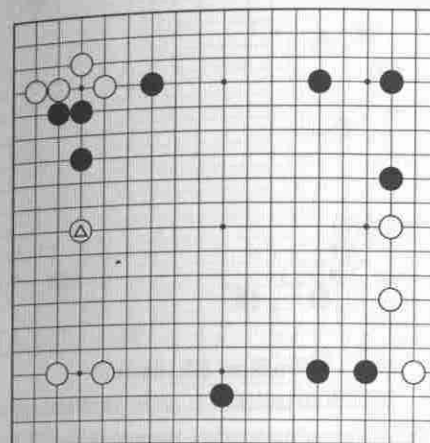
Focusing only on the right side, the moyo Black creates with 1 is not all that big, but when you consider Black's four stones in the lower left, the potential for a huge moyo in the center is vast.



Problem 80. Answer

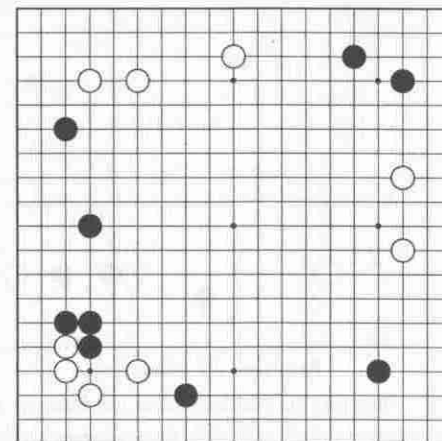
Black 1 helps to defend against an invasion at A and attacks the four white stones on the right. The sequence to White 10 is a joseki. Black's stones in the upper right, and those at the bottom, have now been strengthened.

Problem 81. Black to play



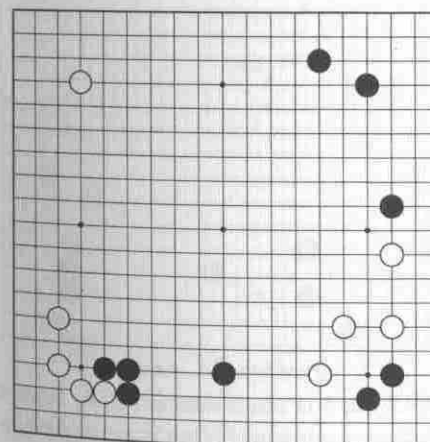
'Defend your weak stones by linking them up to your moyo!' How should Black answer the marked stone?

Problem 82. Black to play



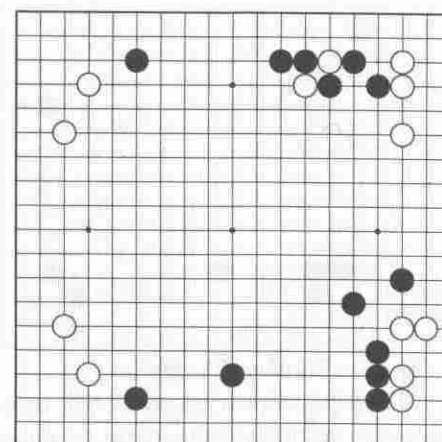
'Attack your opponent's overextended position!' Where should Black play?

Problem 83. Black to play

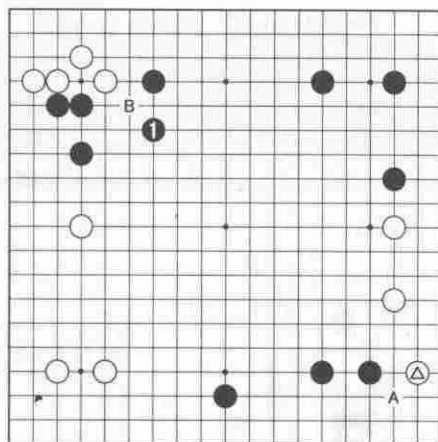


'Open up virgin territory!' All of Black's stones are secure. Where should Black play?

Problem 84. Black to play

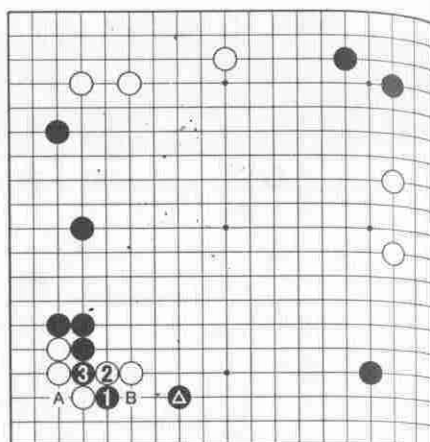


'When expanding into the center, play the move which stakes out the largest potential territory!' Where should Black play?



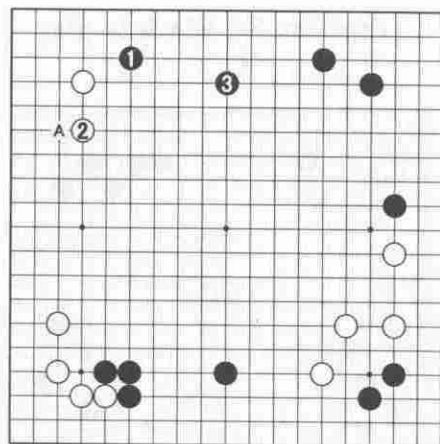
Problem 81. Answer

Jumping to Black 1 maps out a moyo at the top and links Black's three stones on the left to it. Answering the marked stone with A is off the mark. White would split Black's position in two with B.



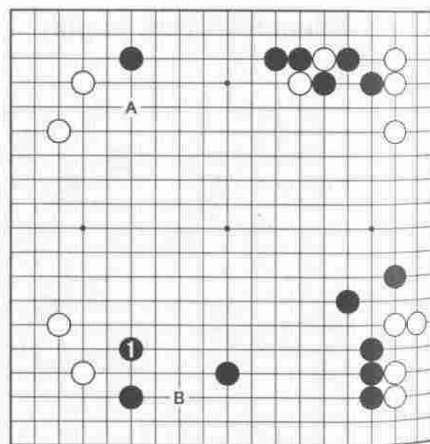
Problem 82. Answer

Black attaches at 1, taking advantage of White's overextended stones. After White 2, Black 3 threatens to cut at A or to crawl to B. When Black played the marked stone, White should have defended at B.



Problem 83. Answer

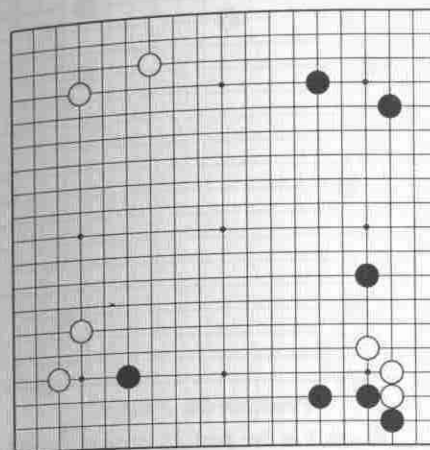
The top is wide open, so Black's prospects for making territory there are good. Black should approach with 1. If White 2, Black can stake out the top with 3. Black A, inside White's stronghold, is not good.



Problem 84. Answer

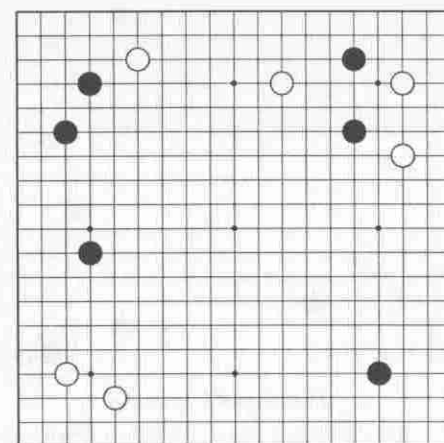
Black 1 is better than Black A, since it fortifies a substantial black moyo at the bottom and defends against White B. Black's position in the top right is flat, so Black A doesn't build a significant structure.

Problem 85. Black to play



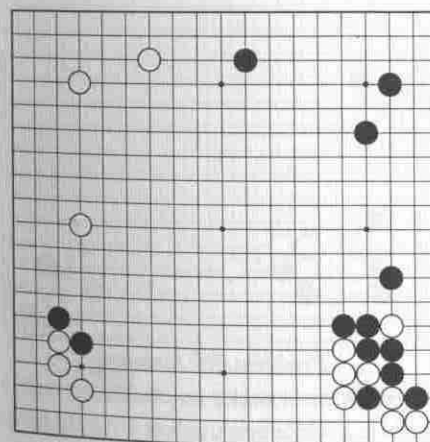
'Deprive your opponent's stones of a base while making one for your own!' Where is the vital point for Black?

Problem 86. Black to play



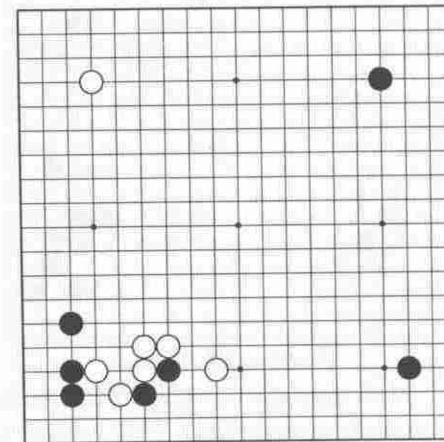
'Invade your opponent's overextended position!' 'Divide and conquer!' Where should Black play?

Problem 87. Black to play

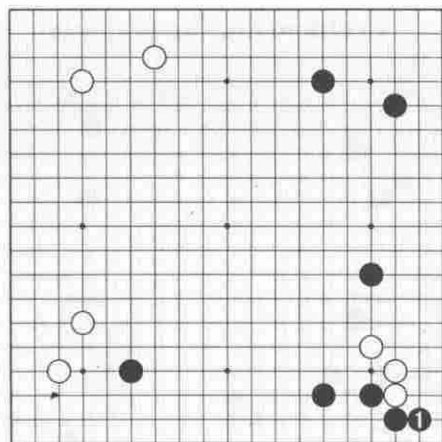


'Secure your moyo just before your opponent can invade it!' Where should Black play?

Problem 88. Black to play

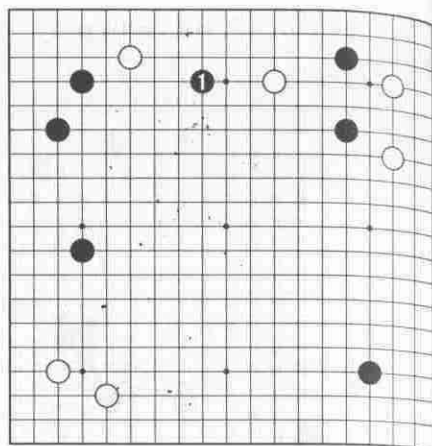


'Neutralize your opponent's thickness!' Where should Black play?



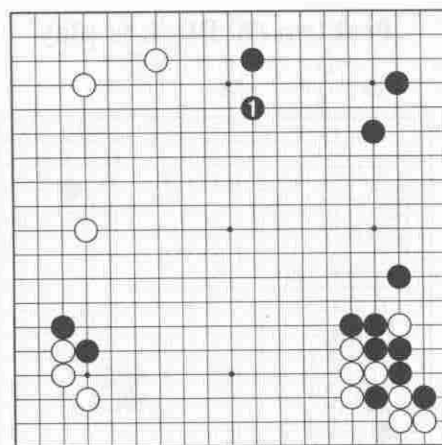
Problem 85. Answer

Black makes a base for his stones by extending to 1 and deprives the white ones of a base of their own. White's stones must now escape into the center, and Black will make profit while attacking them.



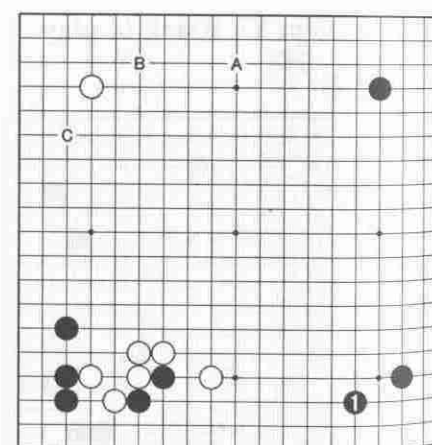
Problem 86. Answer

Black 1 is the perfect invasion point. It splits White's position in two and Black can use his strength on the left and the right to back up an attack. This is the point White would play if he were to defend the top.



Problem 87. Answer

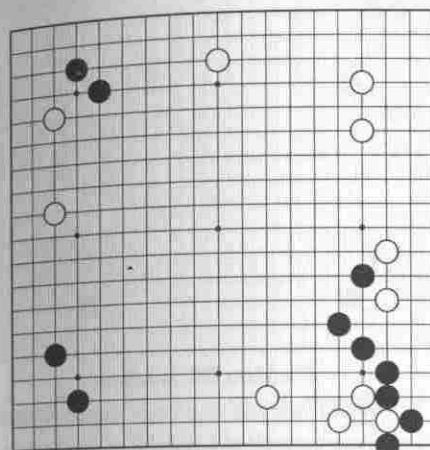
Black takes an overwhelming lead when he expands his moyo with 1. White will have a hard fight if he tries to reduce it too aggressively. If White were to play 1, Black's moyo would be drastically reduced.



Problem 88. Answer

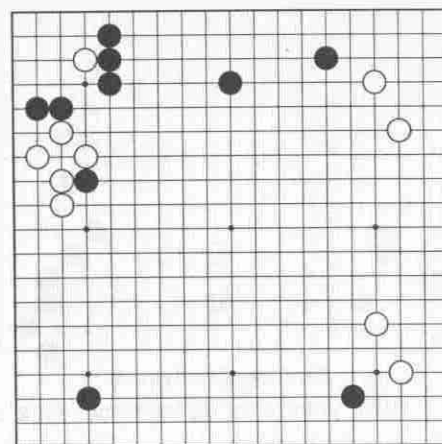
Black must make an enclosure with 1 because a white approach at 1 would be an ideal extension from his thickness on the left. Black 1 takes precedence over an extension to A or an approach at B or C.

Problem 89. Black to play



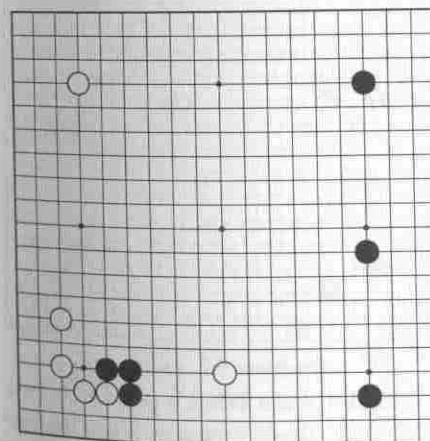
'Make territory while attacking your opponent's weak stones!' Where should White play?

Problem 90. Black to play



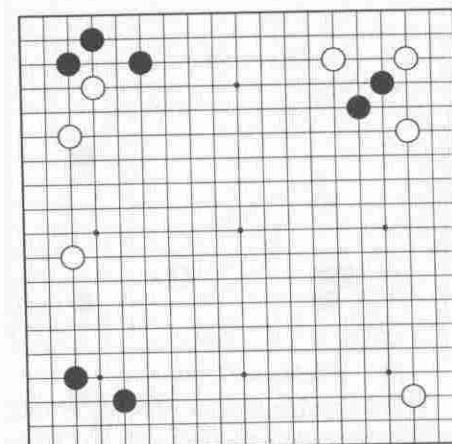
'Neutralize your opponent's thickness!' Where should Black play?

Problem 91. Black to play

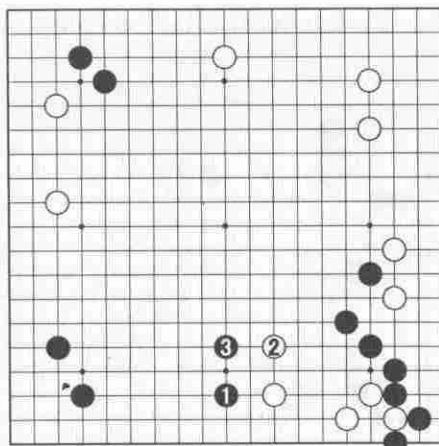


'Build a moyo while attacking your opponent's weak stones!' Where should Black play?

Problem 92. Black to play

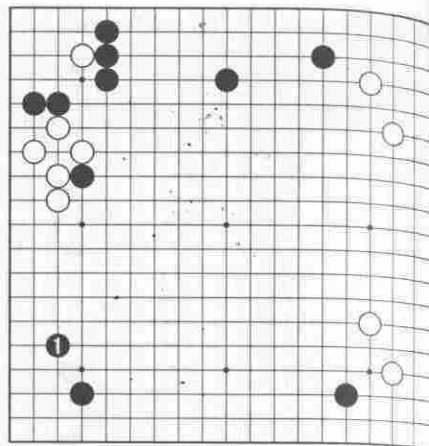


'Attack your opponent's overextended stones!' Where should Black play?



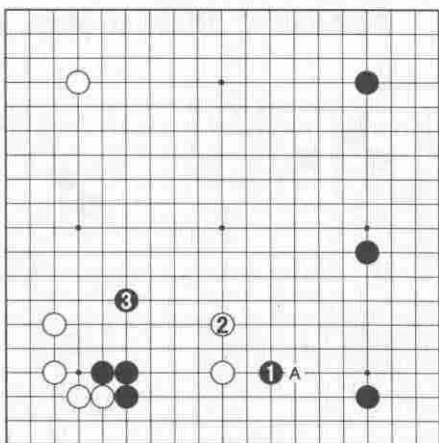
Problem 89. Answer

Black is thick on the right and White's stones at the bottom are thin, so Black 1, extending from the enclosure on the left, is the perfect attacking move. If White runs away with 2, Black builds a moyo with 3.



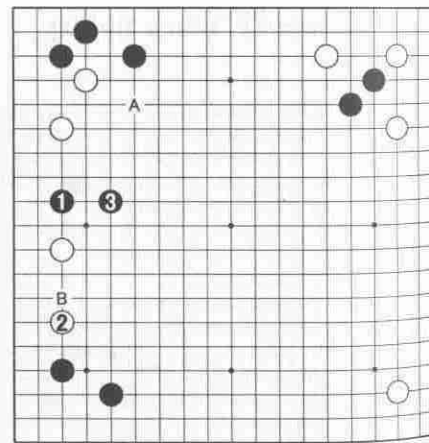
Problem 90. Answer

Black must make an enclosure with 1. A white approach at 1 would be an ideal extension from White's thickness above. Black 1 takes precedence over a move in the bottom right.



Problem 91. Answer

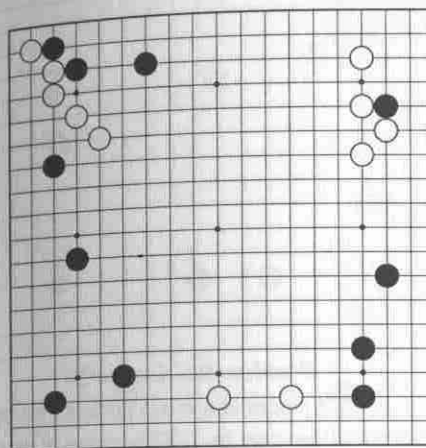
Black should attack the white stone while building a moyo on the right with 1. If White 2, Black jumps to 3, and both sides will battle it out in the center. If Black omits 1, White will settle his stone with an extension to A.



Problem 92. Answer

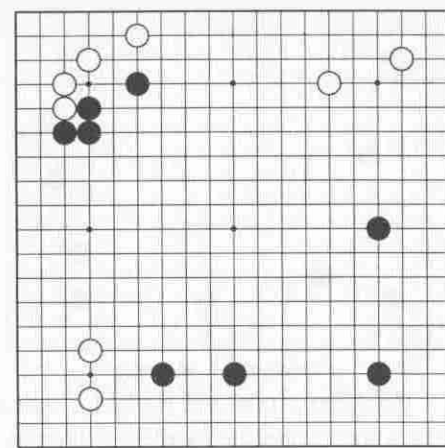
Black 1 splits White's position in two. If White 2, Black jumps to 3 and the two White stones above are outnumbered. If White 2 at A, Black attacks the marked stone with B.

Problem 93. Black to play



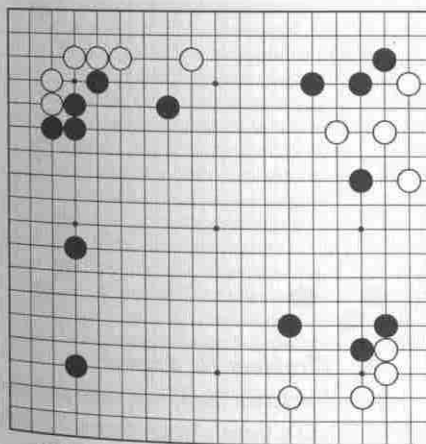
'Reinforce your weak stones!' 'Don't let your weak stones come under attack!' Where should Black play?

Problem 94. Black to play



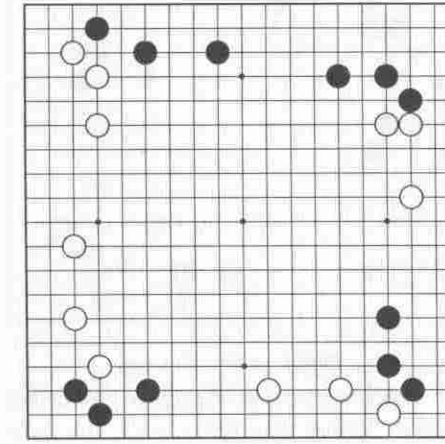
'Utilize your thickness to its fullest extent!' 'Make moves that have a good follow-up!' Where should Black play?

Problem 95. Black to play

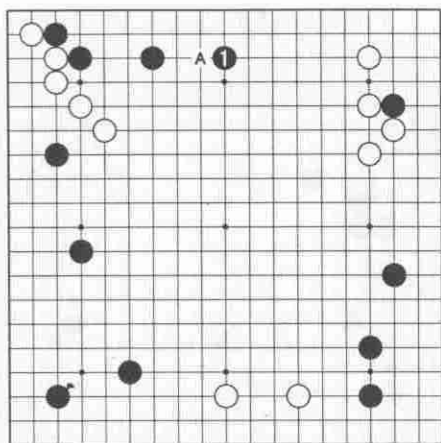


'Link up your weak stones to your moyo!' Where should Black play?

Problem 96. Black to play

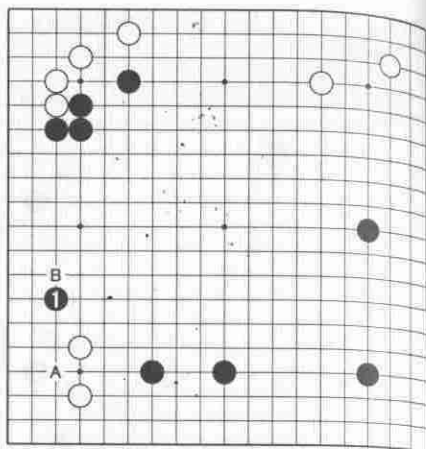


'Expand your territory by attacking your opponent's stones!' Where should Black play?



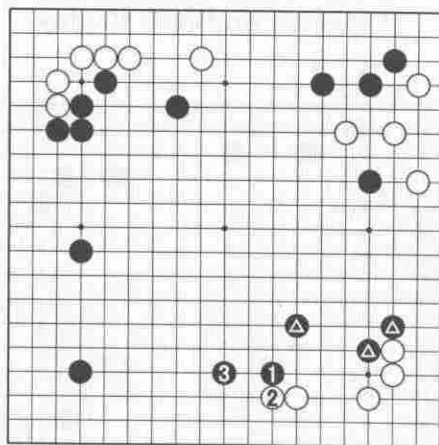
Problem 93. Answer

Black has to reinforce his stones with 1 which also neutralizes White's wall on the right. If Black omits this move, White will attack at A and build up a moyo.



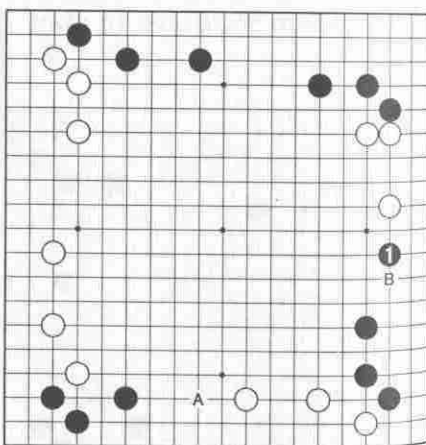
Problem 94. Answer

Black's stones above are thick, so he can extend all the way to 1. This move is especially strong because it aims at A, the weak point of White's enclosure. If Black omits 1, White B neutralizes Black's thickness.



Problem 95. Answer

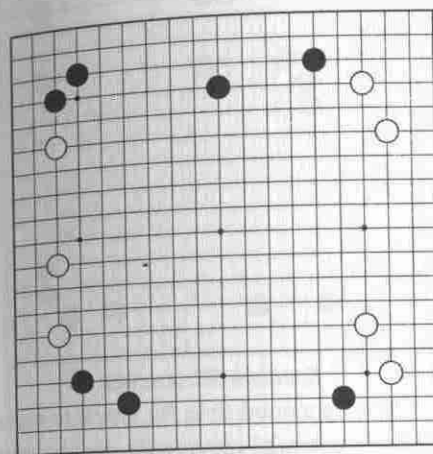
Black maps out a huge moyo in the center with 1. Rather than being weak, the three marked stones have become part of the moyo and are now strong. If White 2, Black 3 is a natural follow-up.



Problem 96. Answer

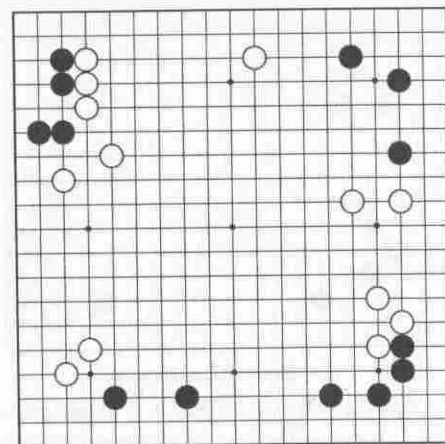
Black 1 defends the lower right and also attacks White's three stones above. White's three stones at the bottom are secure, so Black A is not a threat, but White B would threaten Black's stones while securing his own.

Problem 97. Black to play



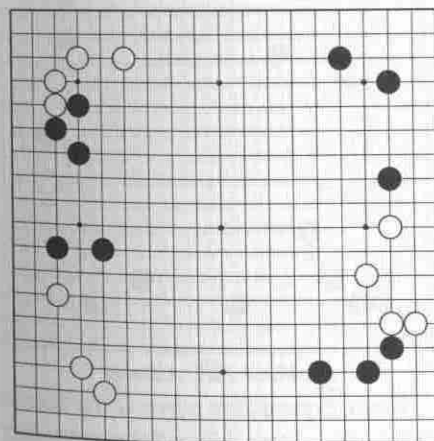
'Attack your opponent's overextended stones!' Where should Black play?

Problem 98. Black to play



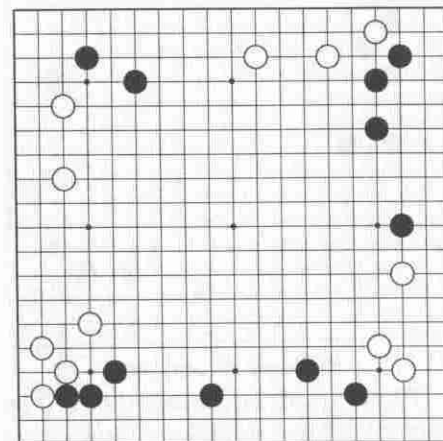
'Reduce your opponent's potential moyo before he has a chance to secure it!' Where should Black play?

Problem 99. Black to play

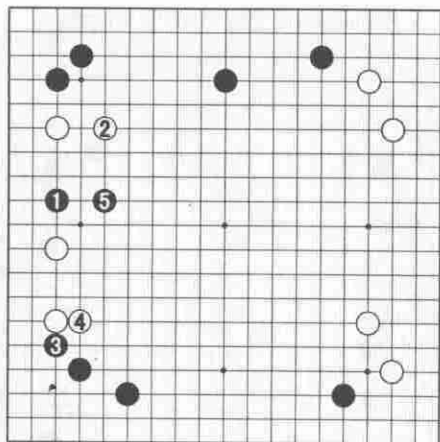


'Strengthen your weak stones before your opponent can attack them!' Where should Black play?

Problem 100. Black to play

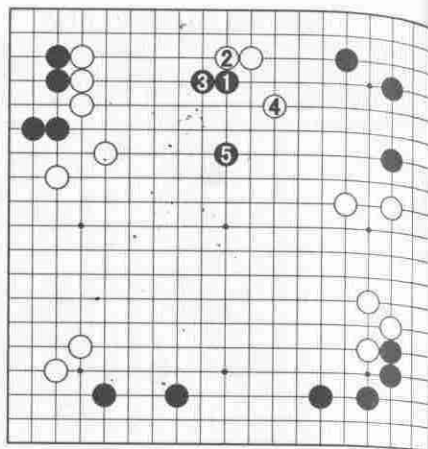


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



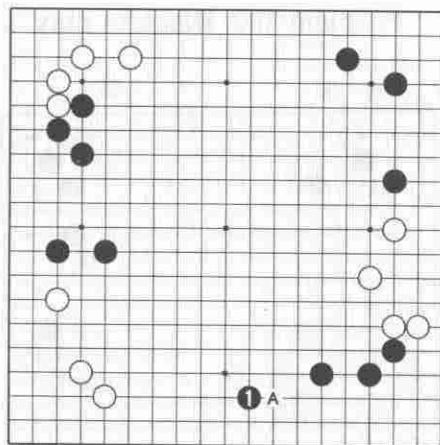
Problem 97. Answer

On the left side, Black has strong positions above and below, so he can safely split White's stones in two by invading at 1. If White 2, Black exchanges 3 for 4, then jumps to 5; White is left with two weak groups.



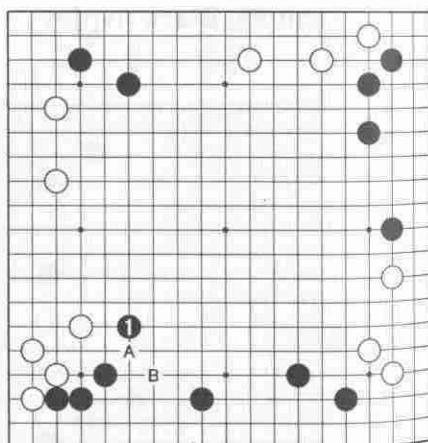
Problem 98. Answer

Now is a good time for Black to erase White's potential moyo with the shoulder hit of 1. After the sequence to 5, Black has more territory than White and White's thickness has been neutralized.



Problem 99. Answer

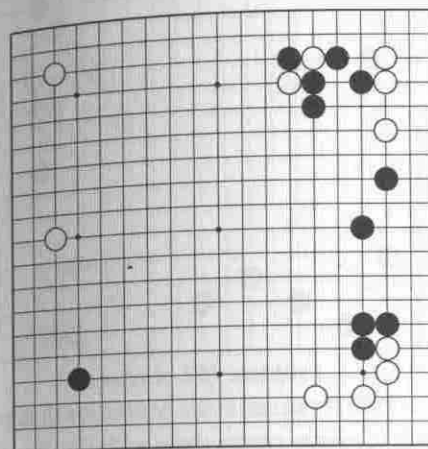
Black expands his territory with 1. If he omitted 1, White would play A. Black's three stones would then lack a base and come under attack. While attacking, White could naturally take territory at the bottom.



Problem 100. Answer

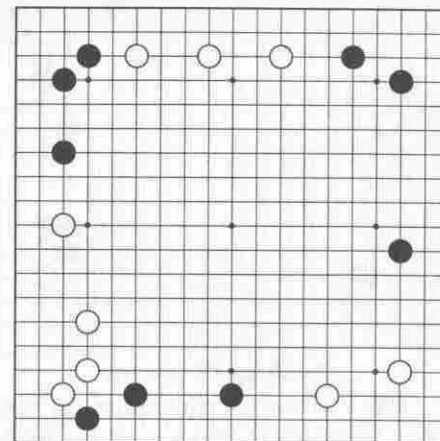
Black expands his moyo at the bottom with 1, preventing White from expanding his on the left. If White were to play A, Black would have to answer at B, and his moyo at the bottom would be flattened.

Problem 101. Black to play



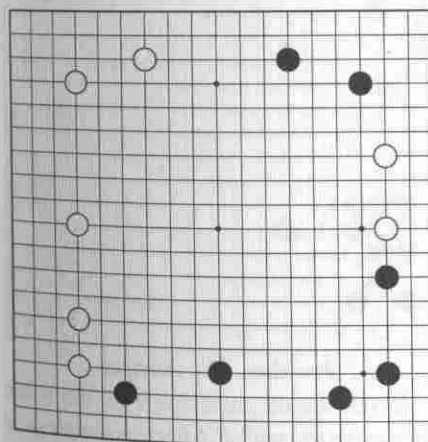
'Rob your opponent's stones of their base!' Where should Black play?

Problem 102. Black to play



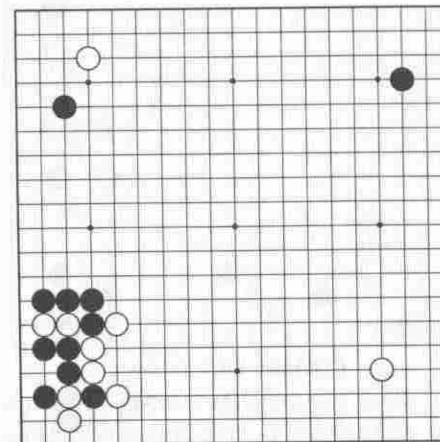
'Reinforce your overextended stones!'
Where should Black play?

Problem 103. Black to play

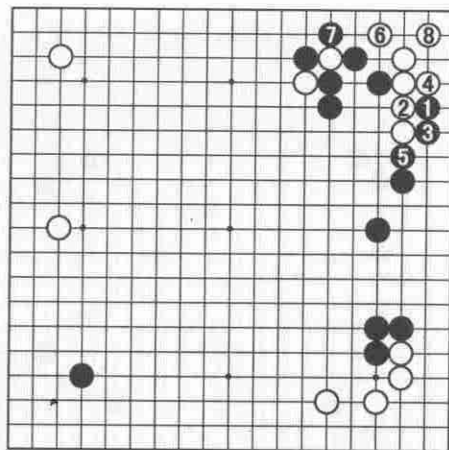


'Take territory while attacking!' Where should Black play?

Problem 104. Black to play

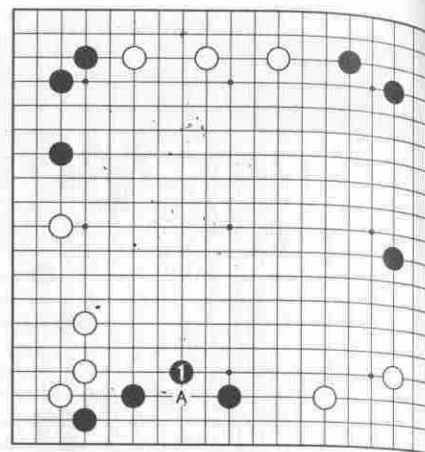


'Use your thickness to create a moyo!'
Where is the vital point for Black?



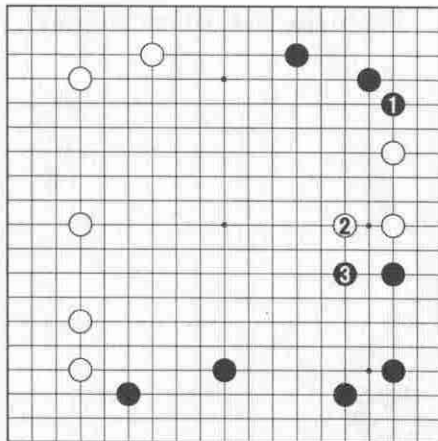
Problem 101. Answer

Black 1 robs the white stones of their base. White has to connect at 2 and Black links up with 3 and 5. White lives in gote with the sequence to 8, while Black makes profit on the right side.



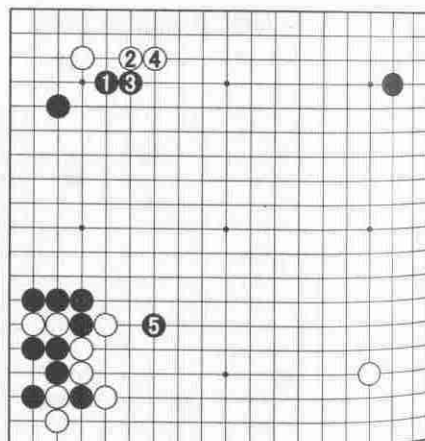
Problem 102. Answer

Black's stones at the bottom are thin, so it is urgent to secure them with Black 1. If Black omits this move, White will invade at A and split Black's position in two.



Problem 103. Answer

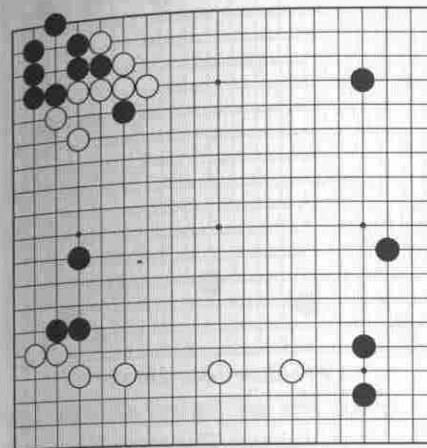
Black 1 secures the territory in the upper right corner and attacks the two white stones below. If White jumps to 2, Black jumps to 3 and reinforces his moyo in the lower right.



Problem 104. Answer

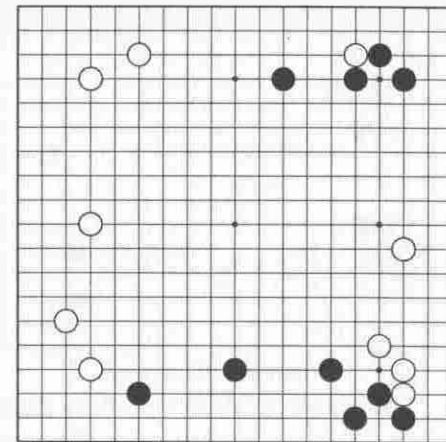
Black should press down on the white stone at the top with 1. After the sequence to White 4, Black plays 5, building an impressive moyo on the left side.

Problem 105. Black to play



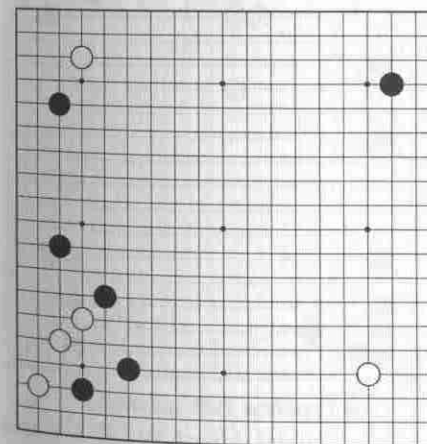
'Neutralize your opponent's thickness!' Where should Black play?

Problem 106. Black to play



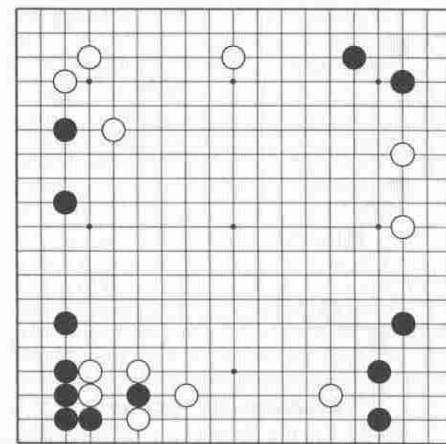
'Take territory while threatening your opponent's stones!' Where should Black play?

Problem 107. White to play

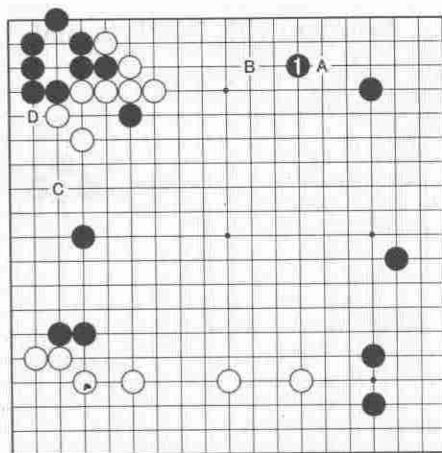


'Don't let your opponent expand his influence at your expense!' Where is the vital point for White?

Problem 108. Black to play

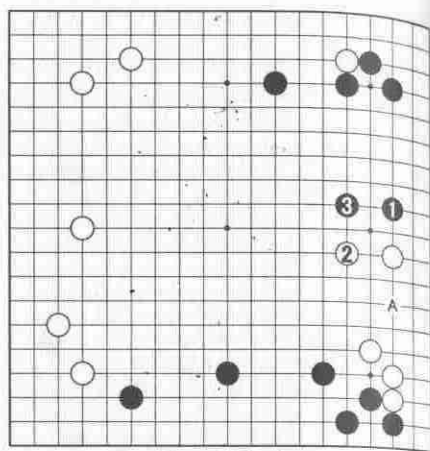


'Reduce your opponent's moyo before he has a chance to reinforce it!' Where should Black play?



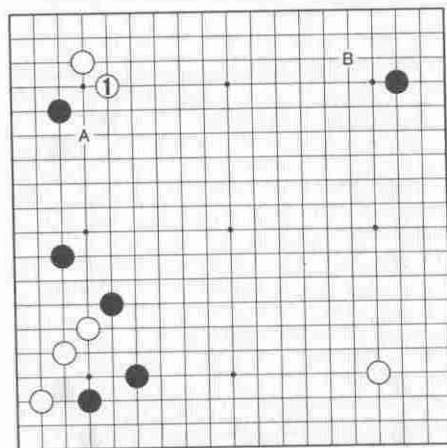
Problem 105. Answer

White is thick at the top left, so Black plays 1 to block an approach at White A. Black 1 is the perfect point to neutralize White's thickness. A white extension to B is too narrow. Black doesn't have to worry about White C because of the opening at D.



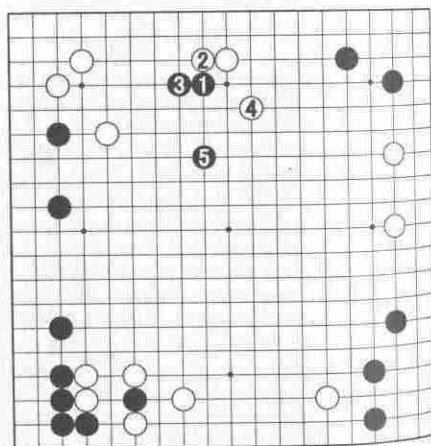
Problem 106. Answer

Black 1 is the perfect distance from Black's wall above. This move also threatens an invasion at A, so White will defend at 2. But Black can then build up his moyo in the upper right with 3.



Problem 107. Answer

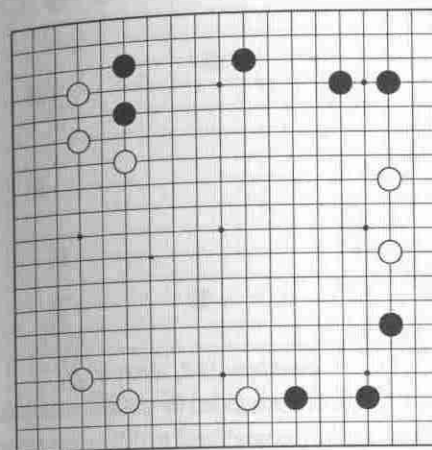
White 1 is the vital point. This is where Black would like to play to press White into a low position and build a moyo on the left side. After 1, White aims at A and B.



Problem 108. Answer

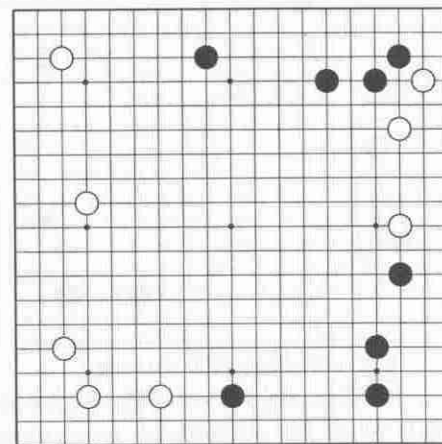
The shoulder hit of Black 1 erases White's potential moyo. The sequence continues to Black 5, and White is behind in territory.

Problem 109. Black to play



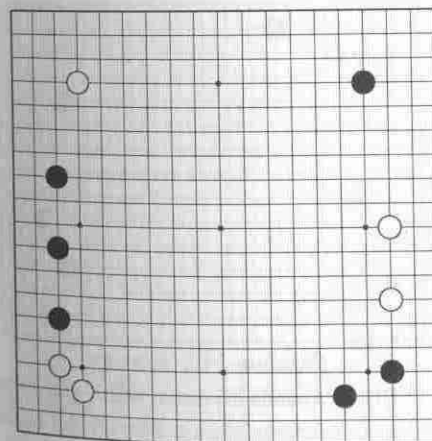
'Establish a base withing your oppo-
nent's sphere of influence!' Where should
Black play?

Problem 110. Black to play



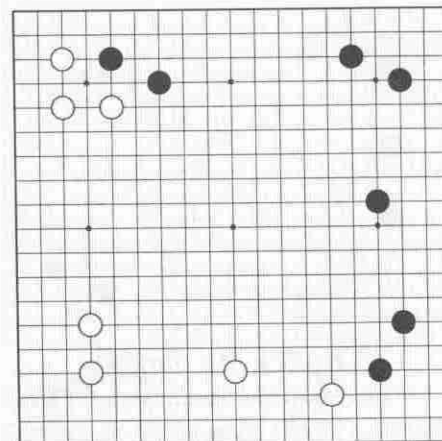
'Invade your opponent's overextended
position!' Where should Black play?

Problem 111. White to play

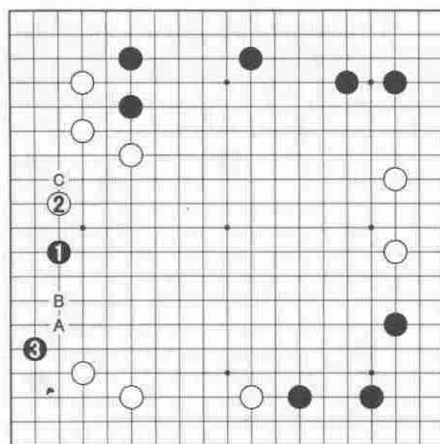


'Play away from your opponent's
thickness when you need to secure your
stones!' Where should White play?

Problem 112. Black to play

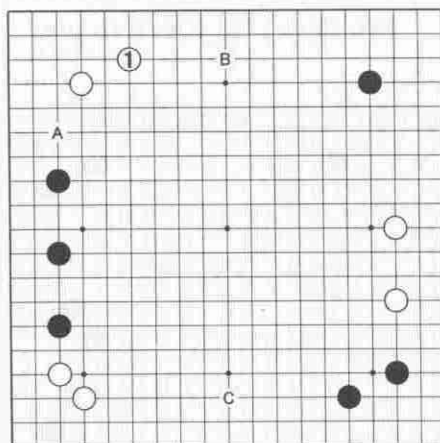


'Push back the border of your oppo-
nent's moyo while expanding your own!'
Where should Black play?



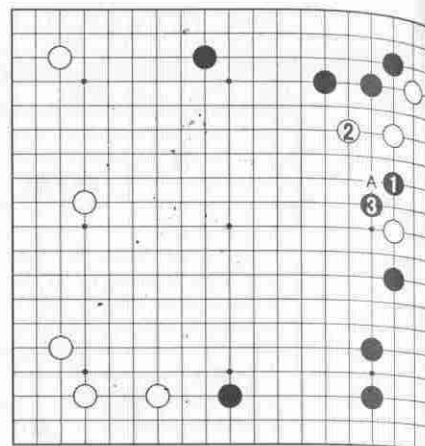
Problem 109. Answer

Black must get a foothold on the left before White can reinforce his moyo there. Black 1 is best. Against White 2, Black 3 is a dynamic move — Black 3 at A is a bit bookish. If White 2 at B, Black C.



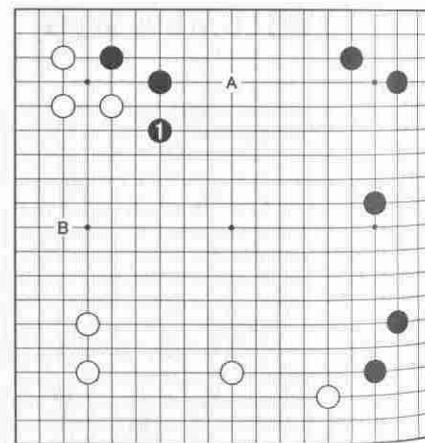
Problem 111. Answer

White should take territory with 1. If Black played 1, White's stone would be squeezed against Black's strong position below. White 1 at A isn't good because it approaches thickness. The points B and C are miai.



Problem 110. Answer

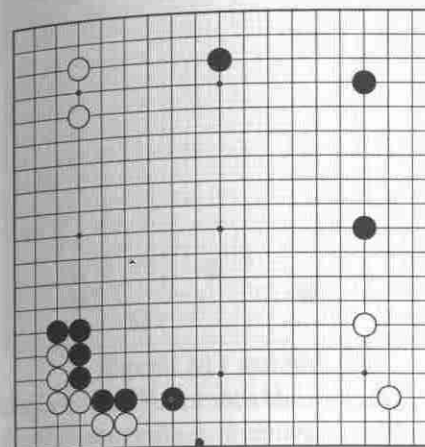
White is surrounded by strong black positions, but he has neglected to defend his stones by playing at A. Black seizes the initiative with an invasion at 1. If White jumps to 2, Black 3 splits White's position into two.



Problem 112. Answer

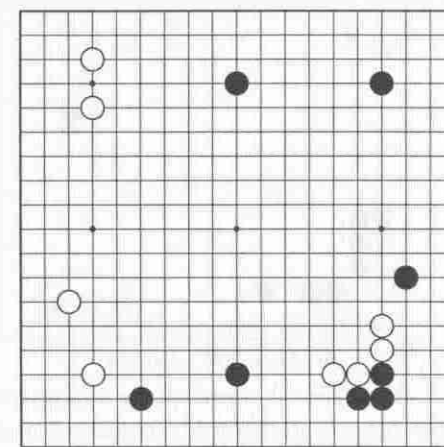
Black expands his moyo with 1 and stops White from expanding his. Black 1 at A is not good because it is only defensive. Black B is not good either because it leaves Black's position at the top insecure.

Problem 113. Black to play



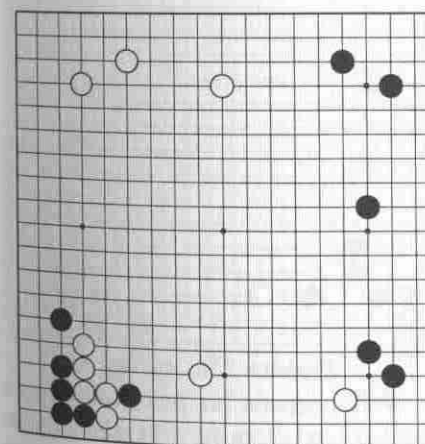
'Expand from your thickness as far as possible!' 'Make moves that have a good follow-up!' Where should Black play?

Problem 114. Black to play



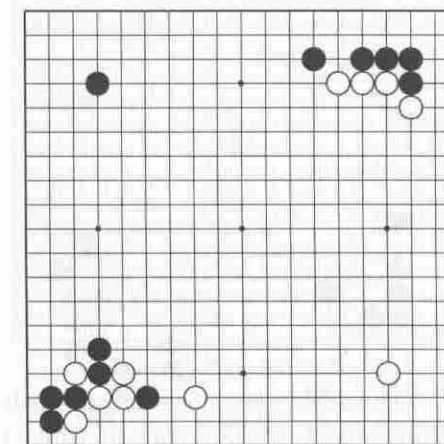
'Link up your weak stones to strong ones!' Where should Black play?

Problem 115. White to play

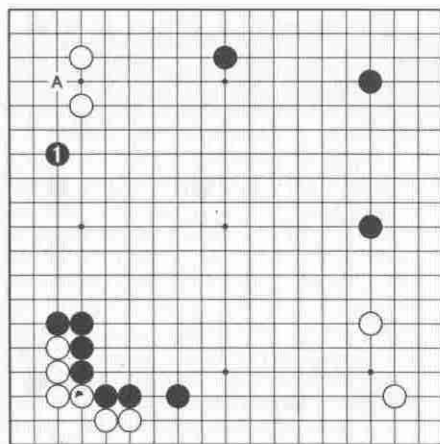


'Defend your overextended stones!' Where should White play?

Problem 116. White to play

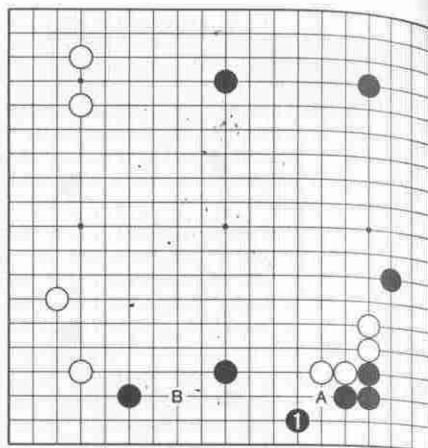


'Keep your stones linked up in a unified strategic force!' Where should White play?



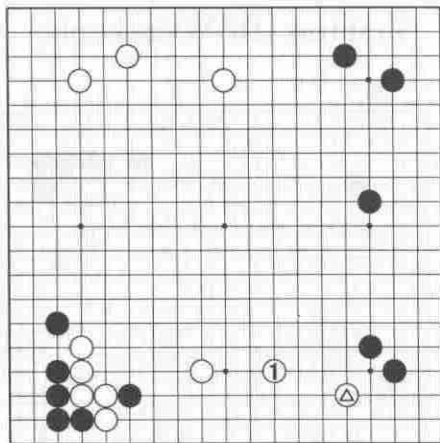
Problem 113. Answer

Black should extend all the way up the left side to 1, aiming at A, the weak point of White's corner enclosure. This is the best way for Black to utilize his thickness below.



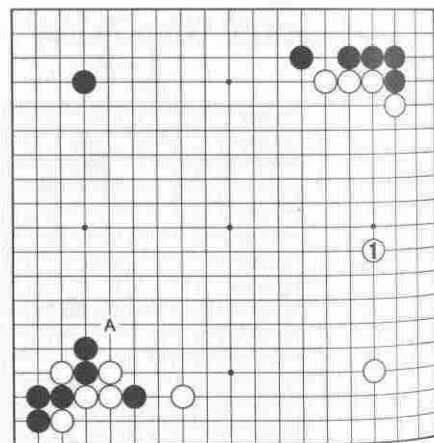
Problem 114. Answer

Black should slide to 1. This move links up Black's stones at the bottom. If Black omitted this move, White would play at A and Black's stones on the left would be isolated and vulnerable to an invasion at B.



Problem 115. Answer

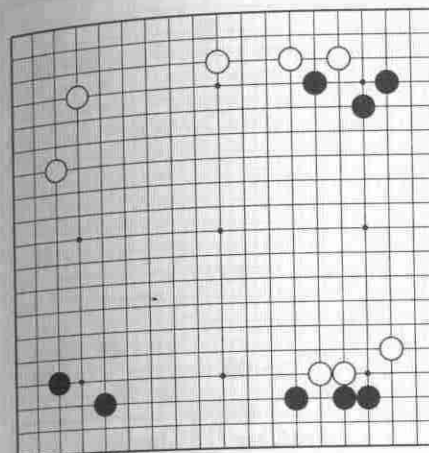
The marked white stone urgently needs reinforcement. The extension to White 1 secures the territory at the bottom and defends that stone at the same time.



Problem 116. Answer

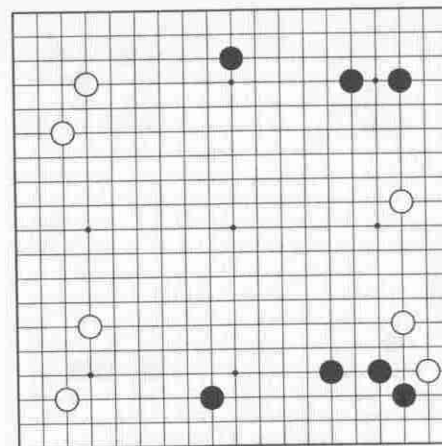
White supports his four stones above with 1 and stakes out the right side. White A is a joseki continuation, but it would end in gote for White; it is more urgent to prevent Black from invading around 1.

Problem 117. Black to play



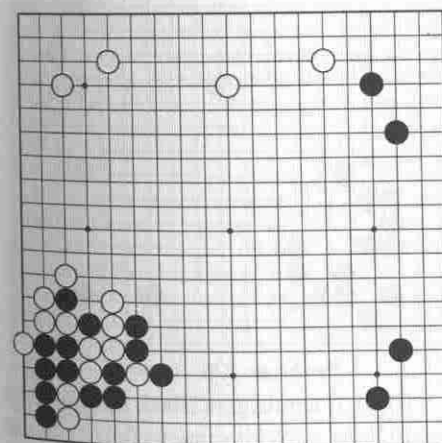
'Expand your territory while neutralizing your opponent's influence!' Where should Black play?

Problem 118. Black to play



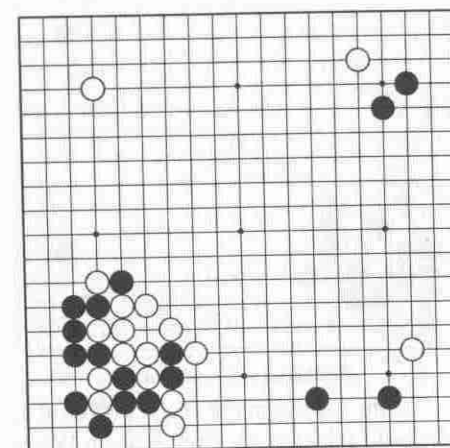
'Invade your opponent's overextended position!' Where should Black play?

Problem 119. White to play

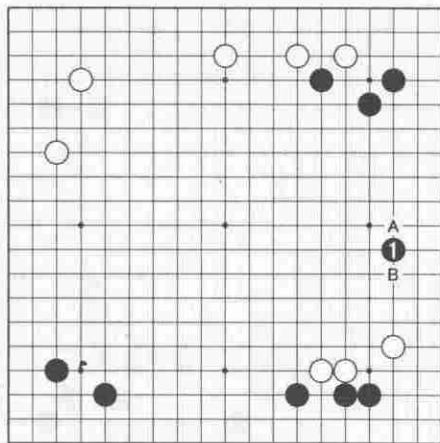


'Push back the border of your opponent's moyo while expanding your own!' Where should White play?

Problem 120. White to play

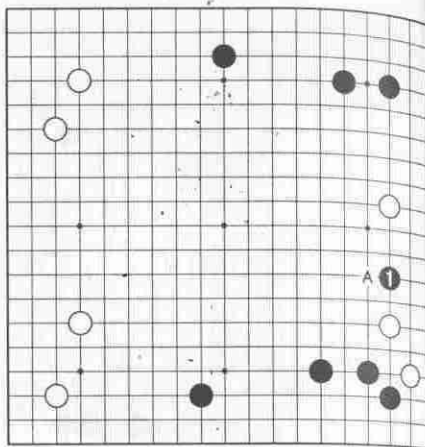


'Attack your opponent's stones before he can attack yours!' Where should White play?



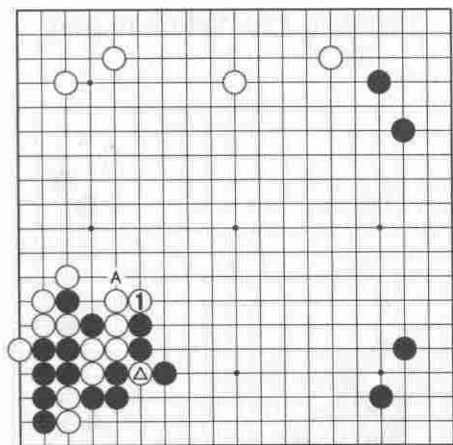
Problem 117. Answer

Black 1 neutralizes White's wall below and prevents him from extending to A. If Black played 1 at A, White could stabilize his stones with an extension to B.



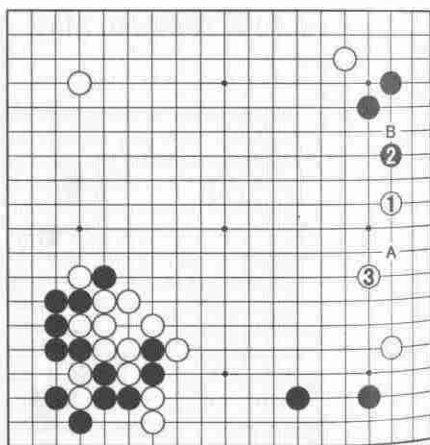
Problem 118. Answer

White has omitted an important defensive move at A, leaving his stones overextended. Therefore, Black can invade at 1. White's two stones below are in trouble.



Problem 119. Answer

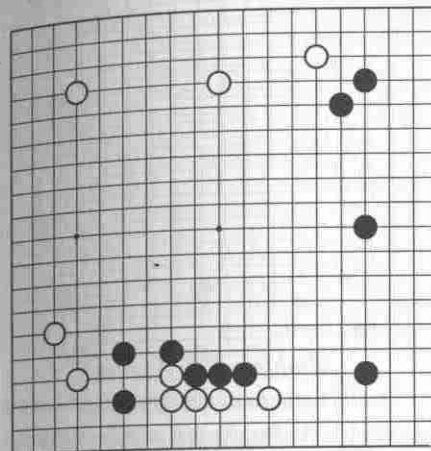
White 1 is urgent. If Black played at 1, he would threaten an atari at A, so White couldn't expand his moyo to the extent that Black could. After White 1, the aji of the marked stone restricts Black's expansion.



Problem 120. Answer

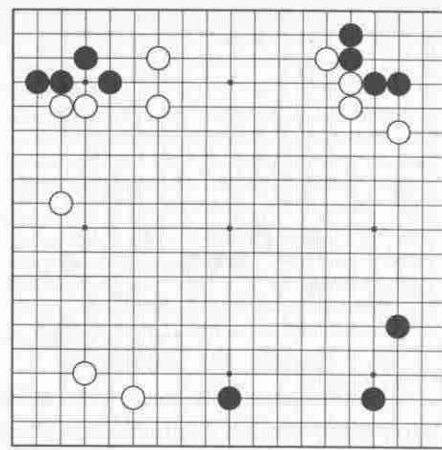
Black A would give Black the initiative on the right, so White attacks the two black stones above with 1 aiming at B. If Black 2, White defends his position with 3.

Problem 121. Black to play



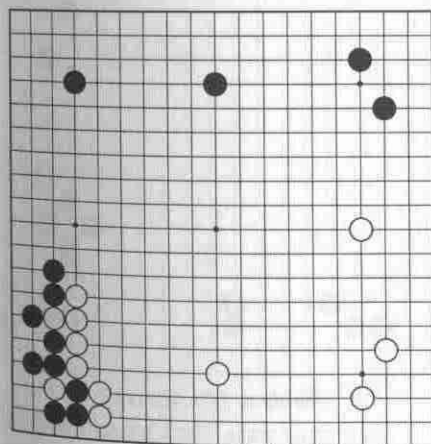
'Build a moyo by threatening your opponent's stones!' Where should Black play?

Problem 122. Black to play



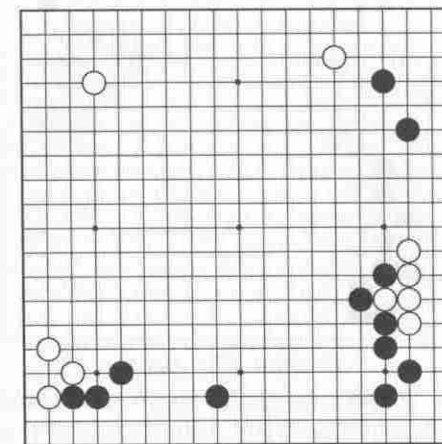
'Eliminate your bad aji in sente!'
'Don't let your opponent make a moyo!'
Where should Black play?

Problem 123. White to play

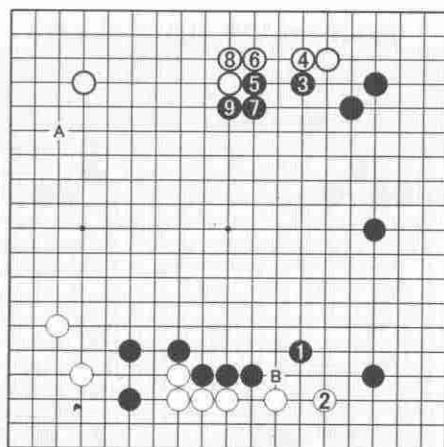


'Push back the border of your opponent's moyo while expanding your own!' How should White play?

Problem 124. White to play

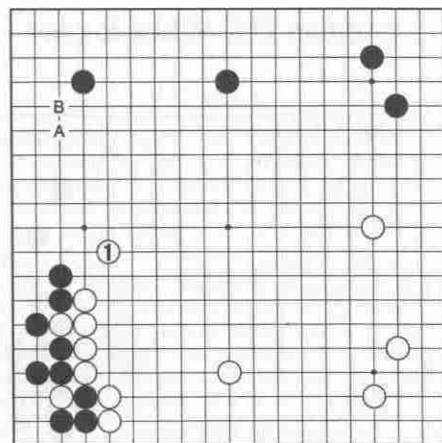


'Don't let your opponent secure his moyo!' Where should White play?



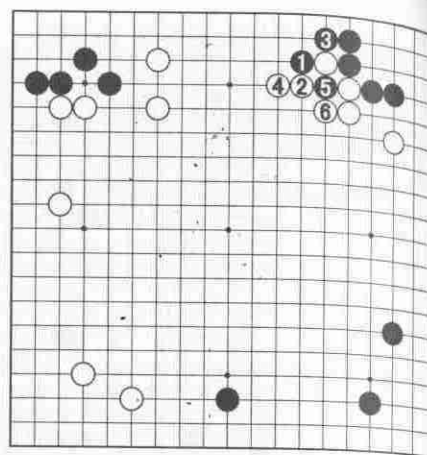
Problem 121. Answer

Black links up all his stones with 1 while threatening to attack at 2. After White 2, Black builds a vast moyo with the sequence to 9. If Black 1 at A, White will push up with B, splitting Black's position in two.



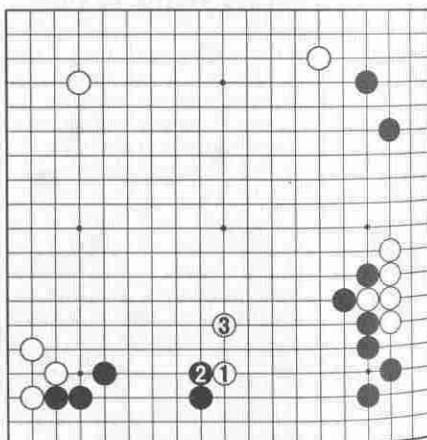
Problem 123. Answer

White expands his moyo with 1 and dominates the board. If Black played 1, it would be Black's moyo that dominates. If White A, Black would attach at B and White's stone would come under attack.



Problem 122. Answer

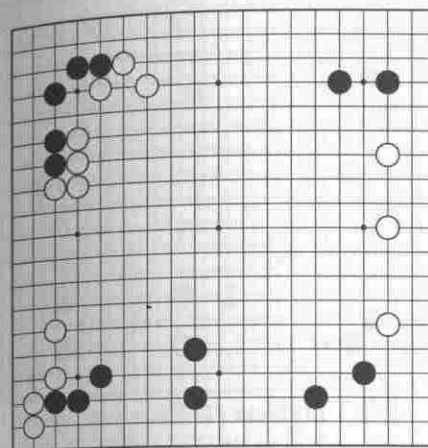
Black's stones in the upper right are surrounded, so he breaks out with a clamp at 1. White can't block at 3, so he plays 2. If Black omits 1, White closes off his moyo in sente with 2. After 5, Black's corner is secure and White can't make much territory at the top.



Problem 124. Answer

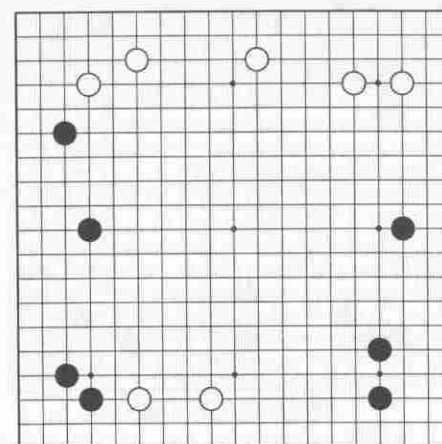
White must erase Black's moyo with 1 if he is to maintain territorial balance. If Black 2, White will jump to 3. If White omits 1, Black will complete his moyo with 3.

Problem 125. Black to play



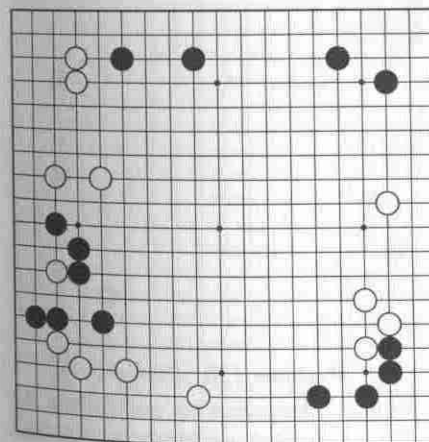
'Neutralize your opponent's thickness while defending your territory!' How should Black play?

Problem 126. Black to play



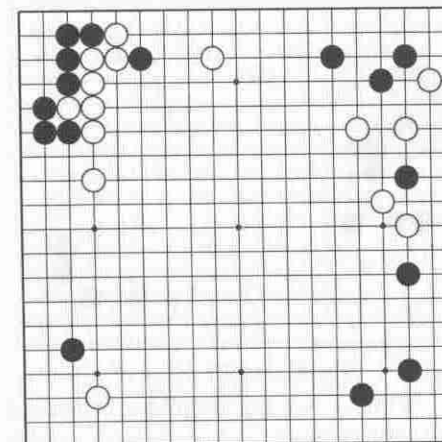
'Expand your territory while attacking your opponent!' How should Black play?

Problem 127. White to play

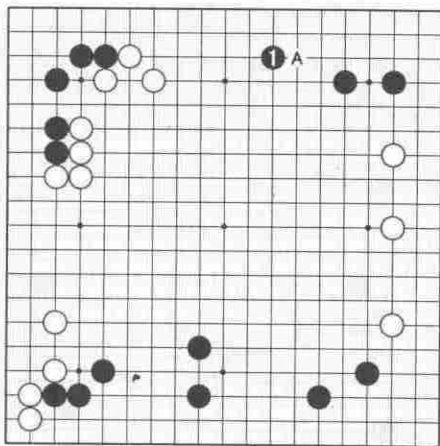


'Push back the border of your opponent's territory while expanding your own!' Where should White play?

Problem 128. White to play

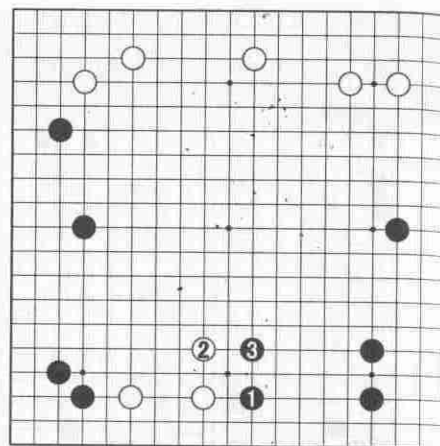


'Expand your territory while attacking your opponent!' How should White play?



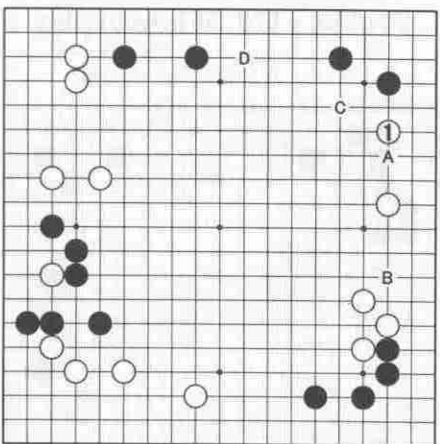
Problem 125. Answer

White is thick in the upper left, so Black must neutralize this thickness with a tight extension to 1. This move forestalls a white extension to A. If Black extends any farther to the left, White can aim to invade at A.



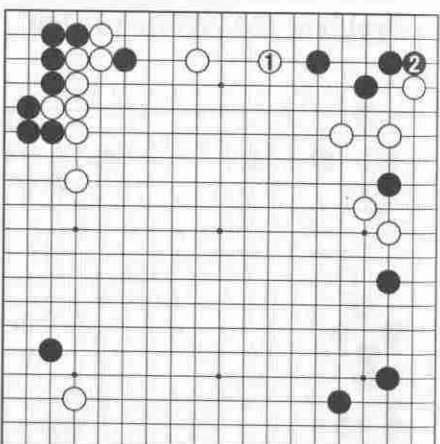
Problem 126. Answer

Black 1 is an ideal extension from the enclosure on the right because it also threatens the two white stones on the left. If White defends at 2, Black makes a moyo on the right with 3.



Problem 127. Answer

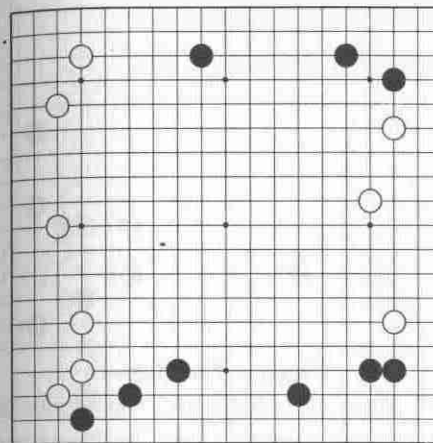
White 1 is a big extension because it forestalls a black extension to A, which would threaten an invasion at B. Next, White can aim at C or D.



Problem 128. Answer

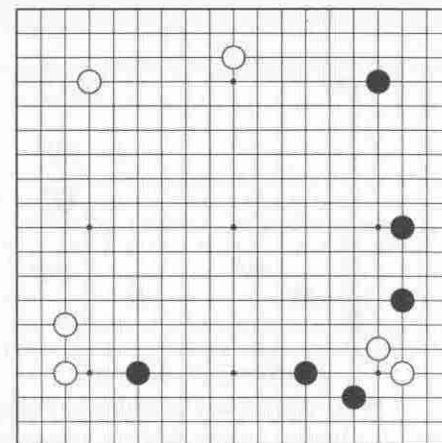
White 1 threatens to undermine the black stones with 2, so Black must defend at 2, and White ends in sente. No other move is as forceful.

Problem 129. Black to play



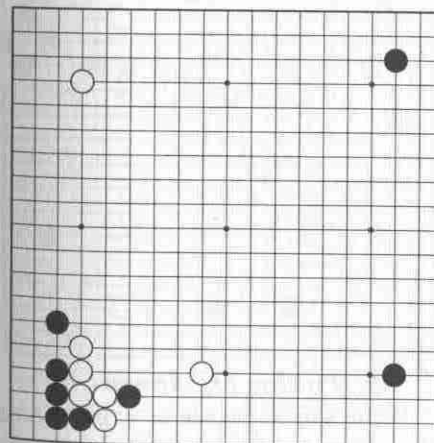
'Invade your opponent's overextended position!' Where should Black play?

Problem 130. Black to play



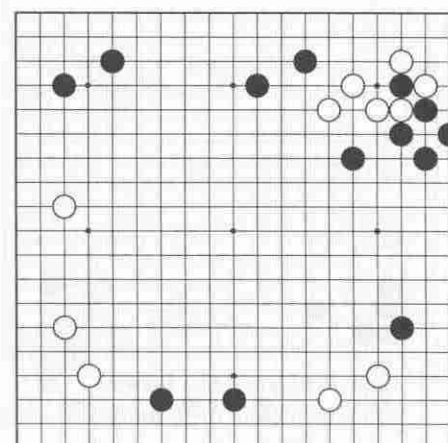
'Rob your opponent's stones of their base!' Where should Black play?

Problem 131. White to play

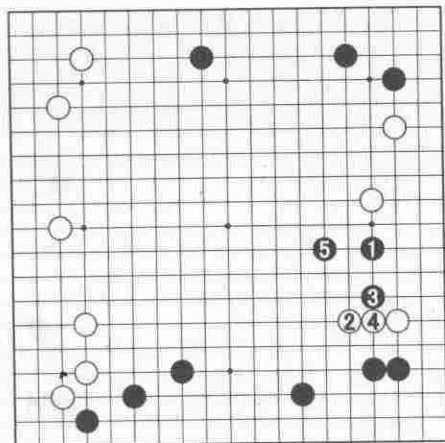


'Extend from your thickness as far as possible!' Where should White play?

Problem 132. White to play

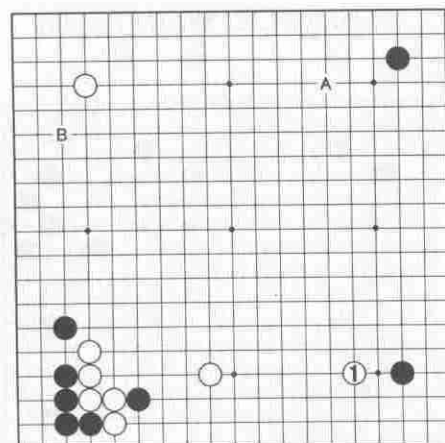


'Invade your opponent's overextended position!' Where should White play?



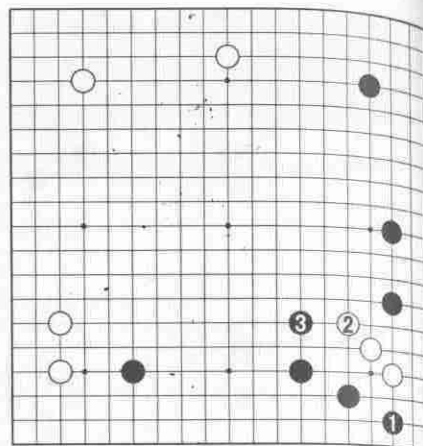
Problem 129. Answer

On the right, Black is strong at the top and the bottom, while White's stones are overextended. Therefore, breaking up White's territory there with the sequence to Black 5 is a good strategy.



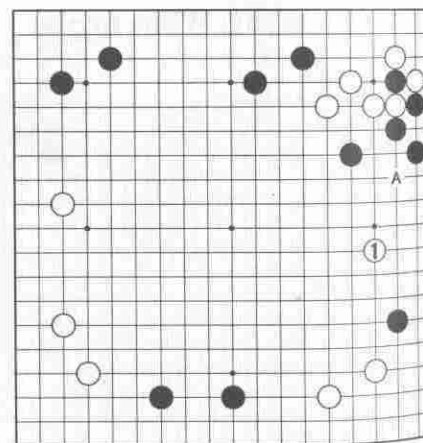
Problem 131. Answer

White is thick in the bottom left, so an approach at White 1 takes priority over an approach move at A or making an enclosure at B.



Problem 130. Answer

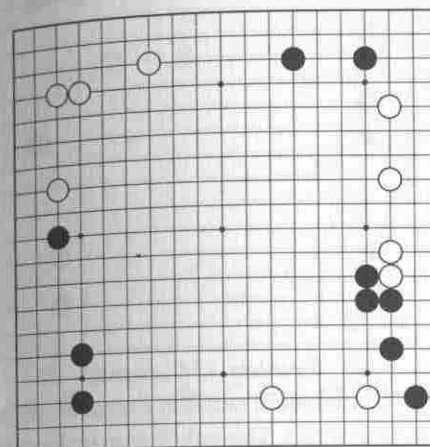
Black should slide to 1 and deprive the two white stones of a base. As these stones run away, Black will secure territory while attacking them. If White 2, Black increases his influence at the bottom with 3.



Problem 132. Answer

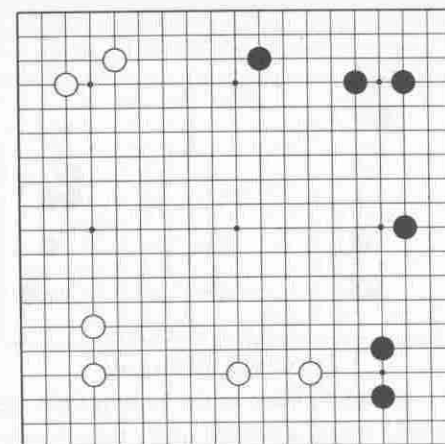
White should invade at 1, preventing Black from fortifying his position on the right side. Black's stones above look strong, but he has to worry about eyes for these stones if White peeps at A.

Problem 133. Black to play



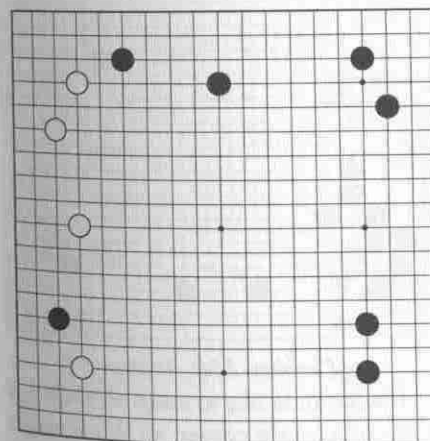
'Take territory while attacking your opponent's weak groups!' Where should Black play?

Problem 134. Black to play



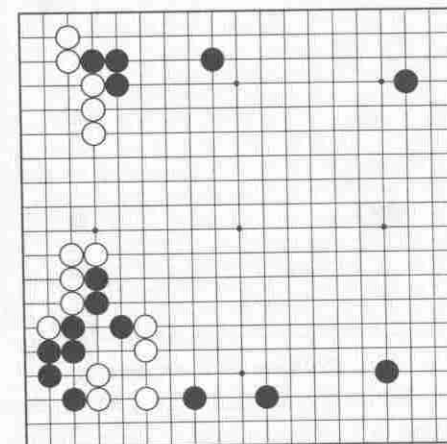
'Establish a position within your opponent's sphere of influence!' 'Open up virgin territory!' Where should Black play?

Problem 135. White to play

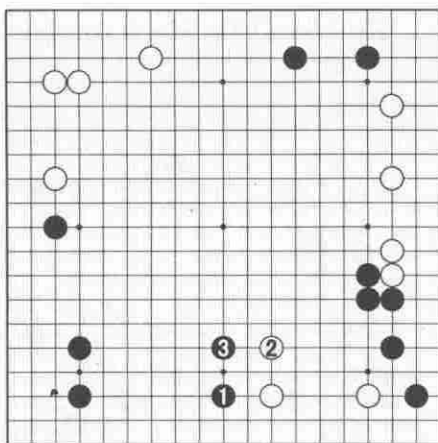


'Make your opponent's stones heavy, then attack!' Where should White play?

Problem 136. White to play

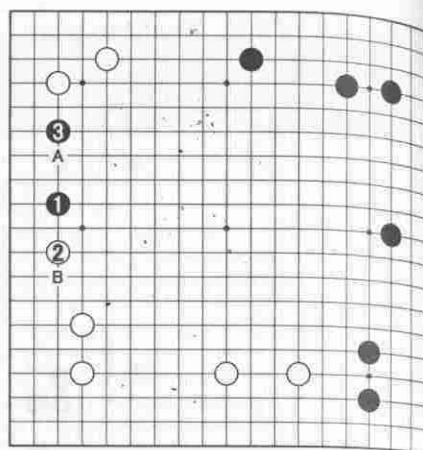


'Don't let your opponent secure territory!' Where should White play?



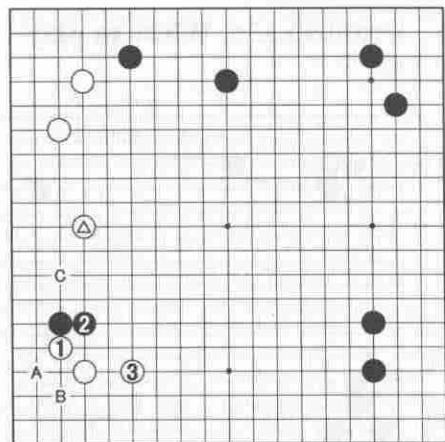
Problem 133. Answer

White's stones in the bottom right are weak, so Black should attack them by extending from his enclosure on the left with 1. If White moves out into the center with 2, Black 3 makes a moyo in the bottom left.



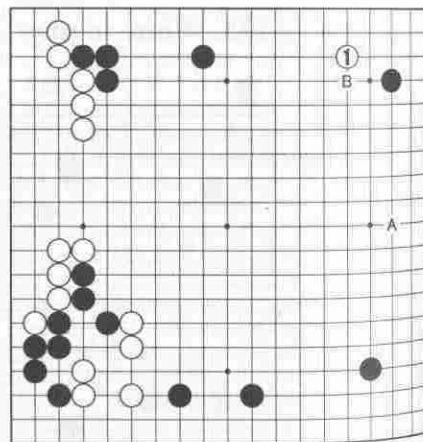
Problem 134. Answer

Black should establish a presence on the left side with 1. This is the best point because, if White makes a checking extension to 2, Black can extend to 3; if White A, Black settles his stones with B.



Problem 135. Answer

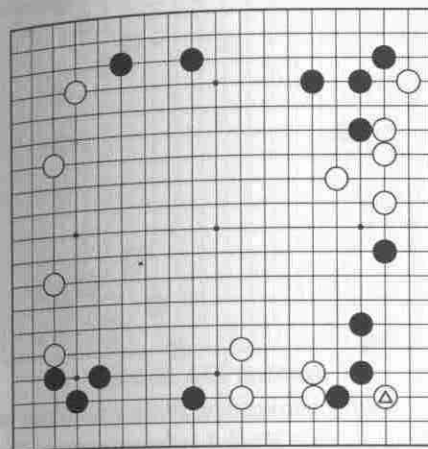
White should exchange 1 for 2, then jump to 3. With the marked stone in place, the two black stones are under attack. If White simply jumps to 3, Black will settle his stones with A—White B—Black C.



Problem 136. Answer

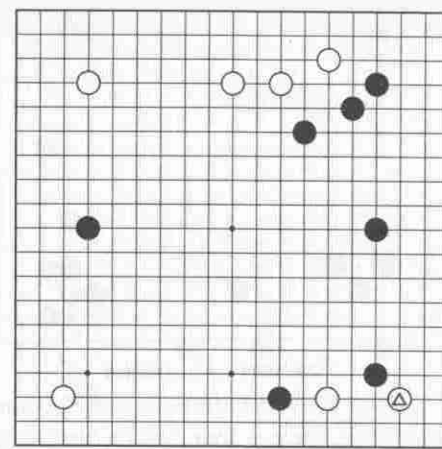
Black would like to make an enclosure in the upper right corner, so White has to play an approach move at 1. If White were to play at A, an enclosure at Black B would be big.

Problem 137. Black to play



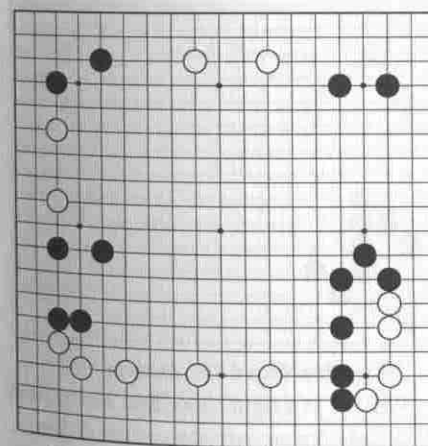
'If there is no follow-up, block in the direction that gives the most profit!' How should Black respond to the marked stone?

Problem 138. Black to play



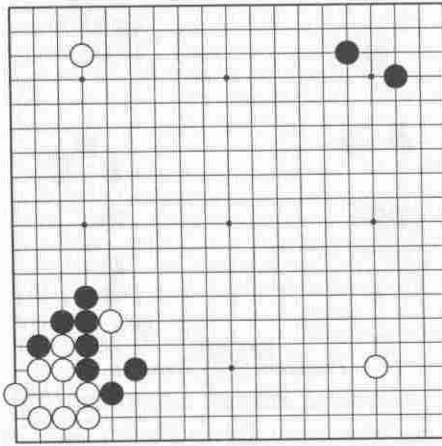
'Block in the direction that gives the most profit!' How should Black respond to the marked stone?

Problem 139. White to play

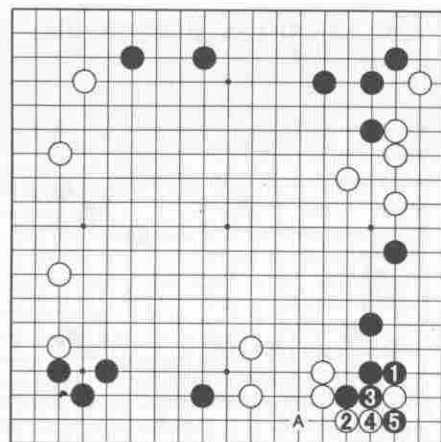


'Don't let your opponent secure his moyo!' Where should White play?

Problem 140. White to play

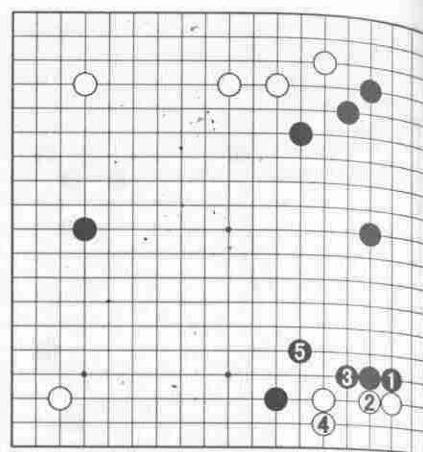


'Neutralize your opponent's thickness!' Where should White play?



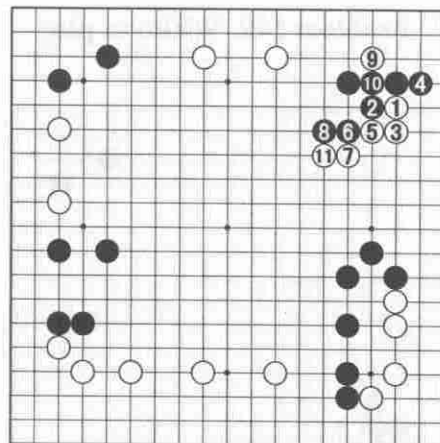
Problem 137. Answer

Since White's four stones at the bottom are strong, there is little chance that Black can successfully attack them, so he should block at 1 and, up to 5, secure the corner, leaving the peep of Black A as *aji*.



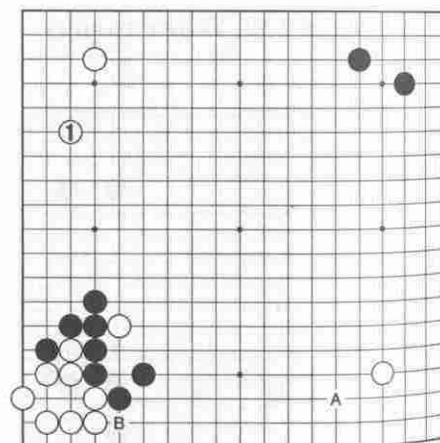
Problem 138. Answer

Taking into account Black's influence in the upper right, Black 1 is the only move. The sequence to Black 5 is a standard continuation. Black ends up with a magnificent *moyo* on the right side.



Problem 139. Answer

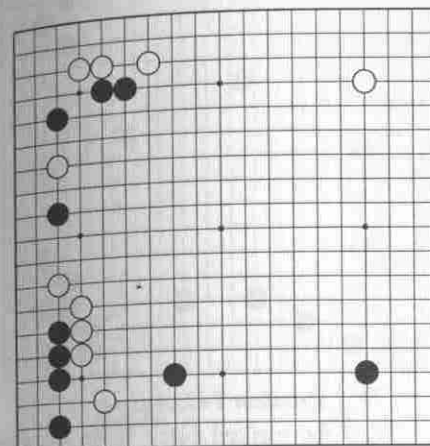
In order to maintain the territorial balance, White must disrupt Black's *moyo* in the upper right. Attaching at White 1 is an efficient way to do this. If Black 2, White 3, and the points 4 and 5 become *maiai*.



Problem 140. Answer

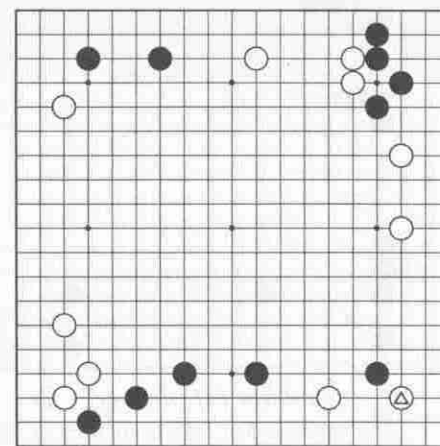
White 1 is a tight move that neutralizes Black's thickness in the lower left. White A is not as good: Black does not have much chance of making territory at the bottom because of the opening at B.

Problem 141. Black to play



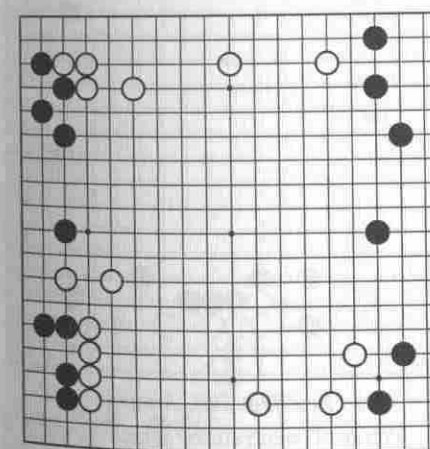
'Don't allow your stones to be split into two groups!' Where should Black play?

Problem 142. Black to play



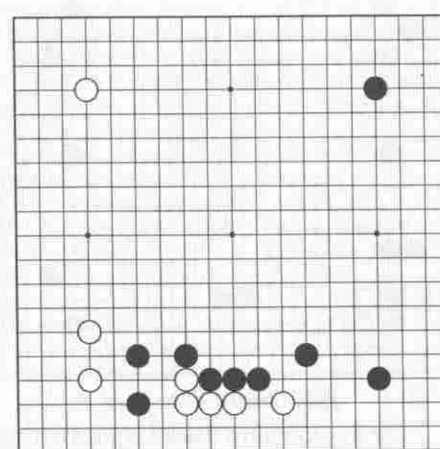
'Block on the side that gives you the most profit!' How should Black answer the marked stone?

Problem 143. Black to play

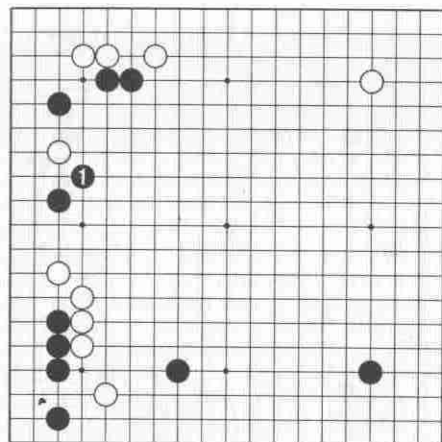


'Erase your opponent's *moyo* before he can secure it!' Where should Black play?

Problem 144. White to play

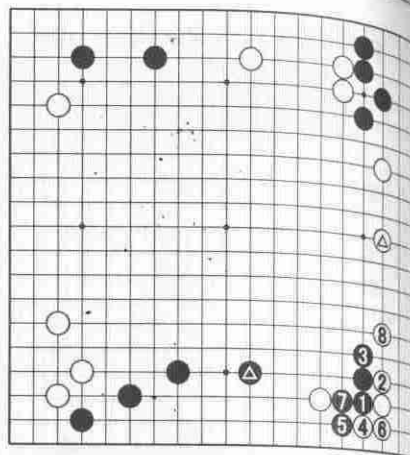


'Neutralize your opponent's thickness!' 'Establish a base inside your opponent's sphere of influence!' Where should White play?



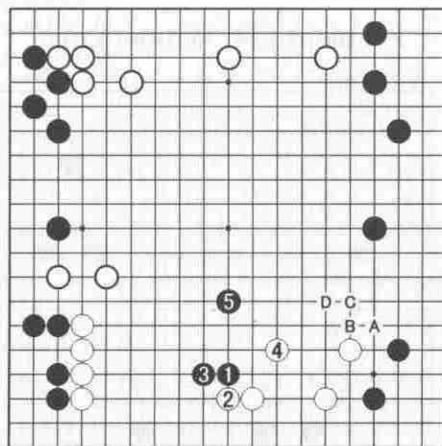
Problem 141. Answer

It is urgent for Black to secure his stones on the upper left with 1. If White were to play at 1, Black's stones would be split in two, and the initiative would shift to White.



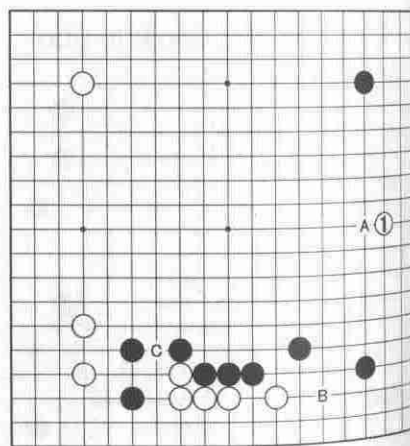
Problem 142. Answer

With the marked black stone in place Black makes the most efficient use of his stones by blocking at 1. If Black blocked at 2, the marked white stone would neutralize Black's wall.



Problem 143. Answer

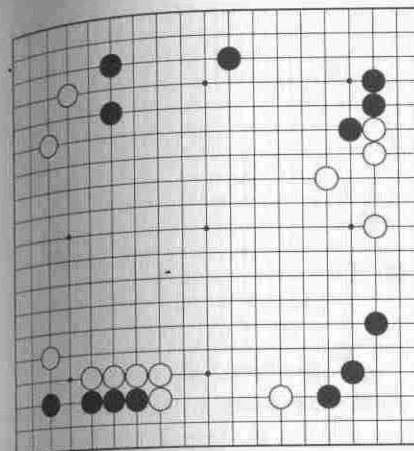
The shoulder hit of Black 1 is good timing. After the sequence to Black 5, White's moyo has been erased. If Black 1 at A, White will expand his moyo with B—Black C—White D, and invading White's moyo will become difficult.



Problem 144. Answer

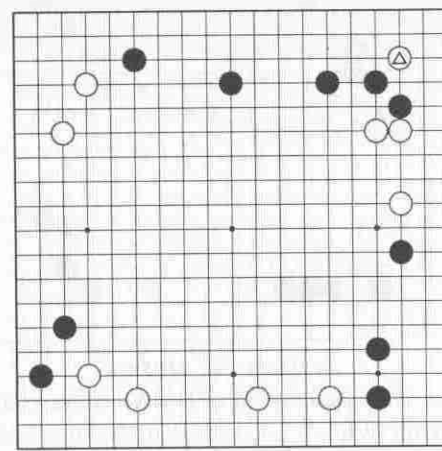
White 1 neutralizes Black's wall. If Black were to play at A, the initiative would fall to him. White need not worry about his five stones at the bottom: the points B and C are miai, so he can easily live.

Problem 145. Black to play



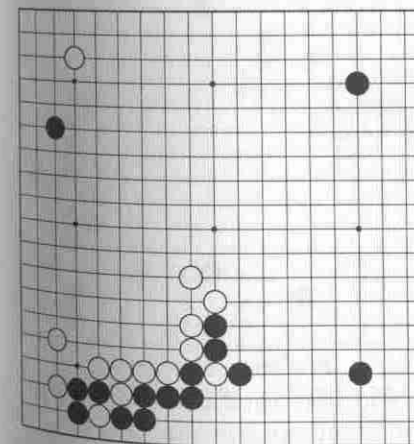
'Neutralize your opponent's thickness!' Where should Black play?

Problem 146. Black to play



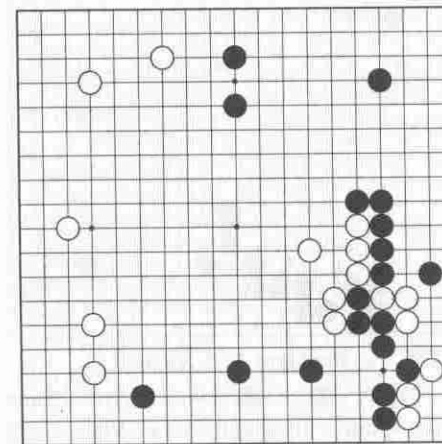
'Block on the side that gives you an attack on your opponent!' How should Black answer the marked stone?

Problem 147. White to play

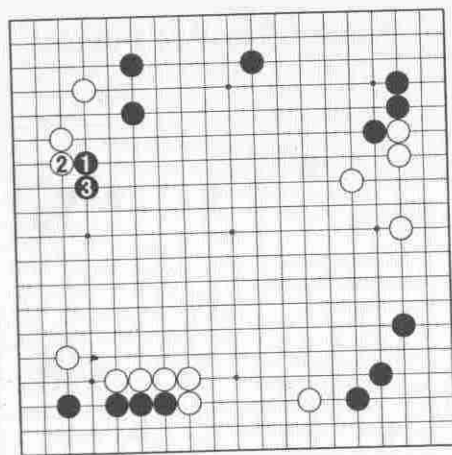


'Expand from your thickness as far as possible!' Where should White play?

Problem 148. White to play

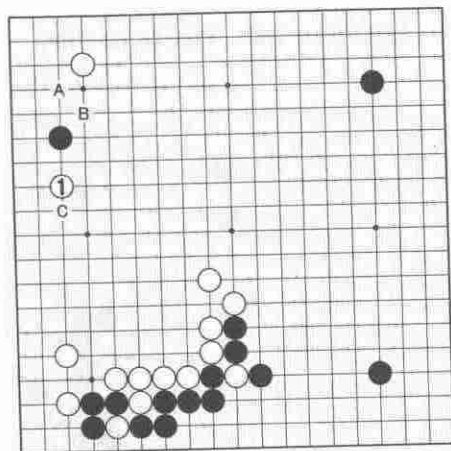


'Don't let your opponent secure his moyo!' Where should White play?



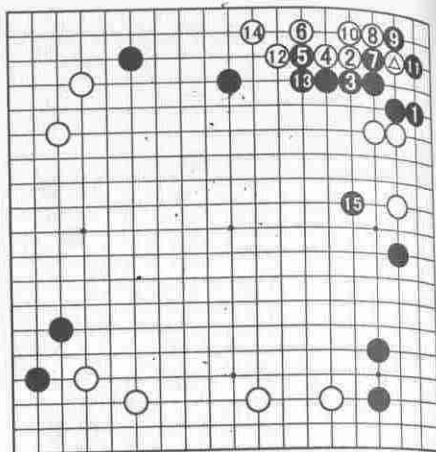
Problem 145. Answer

The shoulder hit of Black 1 is the vital point. White 2 is the standard response and Black extends to 3, neutralizing White's thickness below.



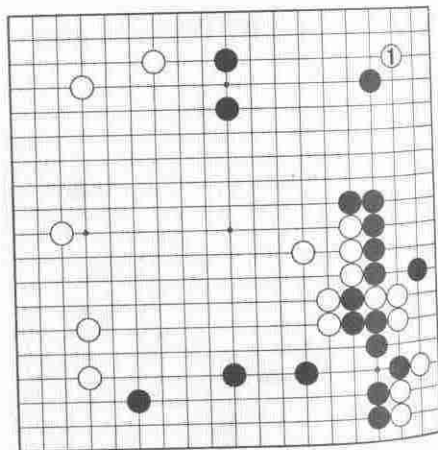
Problem 147. Answer

White 1 is a pincer as well as an extension from White's thick wall below. White A and B are also joseki moves, but Black would respond by extending to C, and White's wall would be neutralized.



Problem 146. Answer

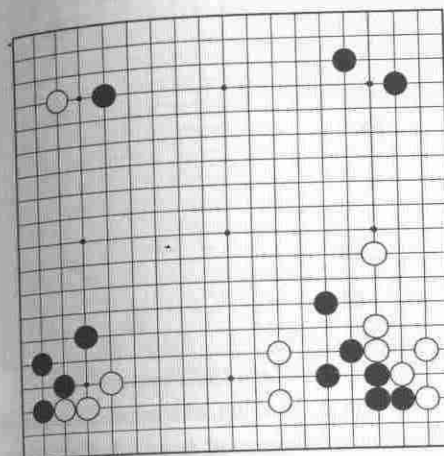
The white stones on the right are weak, so Black answers the invasion of the marked stone with 1. White lives with the sequence to 10, but Black gets thickness and he uses it to attack with 15.



Problem 148. Answer

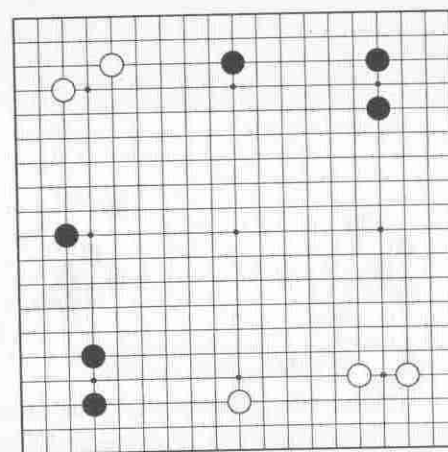
White 1 is big. If Black were to play 1, he would secure more than 50 points. You should watch out for such moves and prevent your opponent from making them, since they often decide the game.

Problem 149. White to play



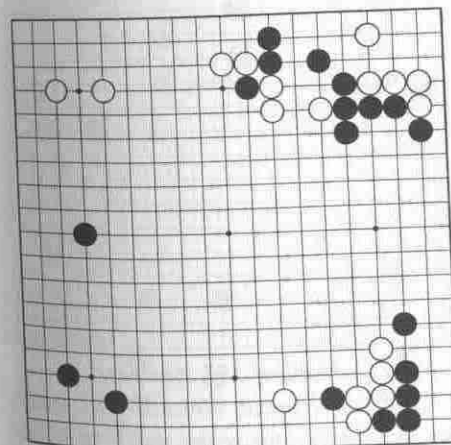
'Reinforce your overextended stones!' Where should White play?

Problem 150. White to play



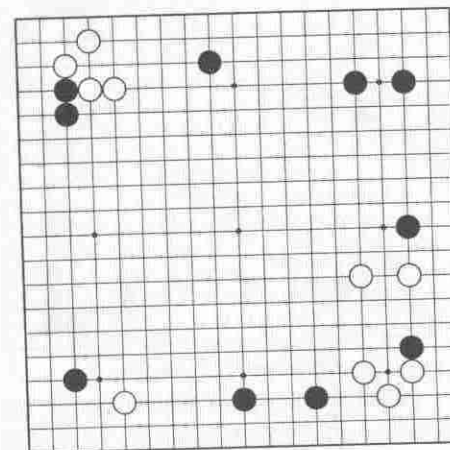
'Make the extension with the strongest follow-up!' Where should White play?

Problem 151. White to play

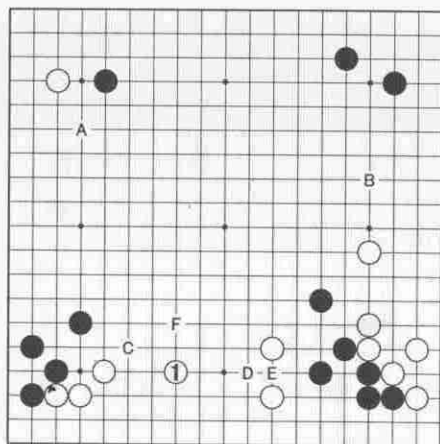


'Secure your stones before making big opening extensions!' Where is the urgent point for White?

Problem 152. Black to play

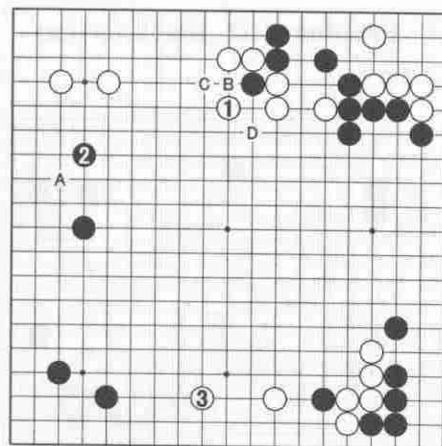


'Secure your weak stones!' 'Don't let your opponent upset the territorial balance!' Where should Black play?



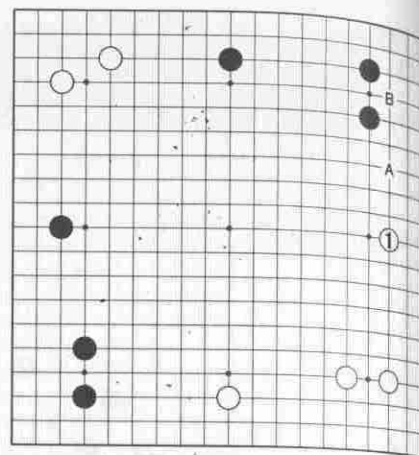
Problem 149. Answer

There is a big gap between White's two positions at the bottom. White has to bridge this gap with 1. If White A or B (these points are miai, so they are not urgent), Black 1-White C-Black D-White E-Black F.



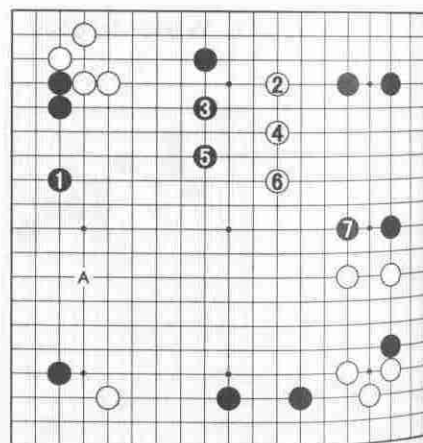
Problem 151. Answer

White 1 is urgent. If White plays the big extension to A, Black B–White C–Black D follows, and the three white stones to the right will be stranded. If Black next extends to 2, White extends to 3 for a satisfactory game.



Problem 150. Answer

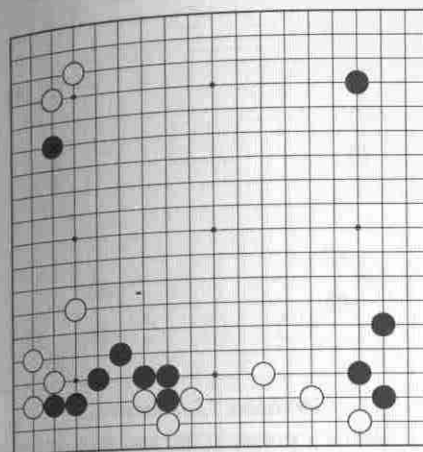
White 1 is a big extension because it threatens a follow-up at A, which aims at the weak point of B. Moreover, extending from the one-space enclosure here is bigger than from the small knight's one on the left.



Problem 152. Answer

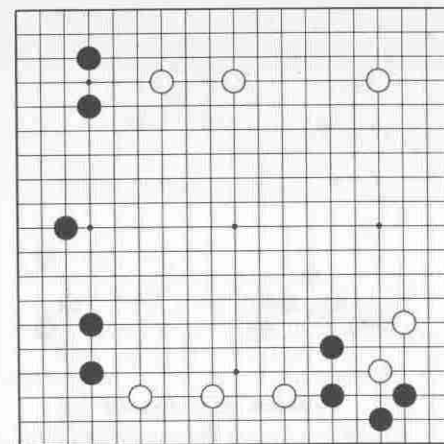
Black 1 is urgent. White invades with 2, but moving into the center with 3 to 7 feels good (7 keeps White's stones separated). If Black 1 at 2, White 1-Black 7-White A, and Black has territory only at the top.

Problem 153. Black to play



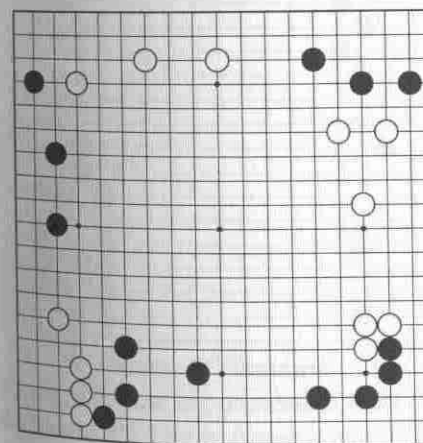
'Make a base for your weak stones!' 'Push back the border of your opponent's territory while expanding your own!' Where should Black play?

Problem 154. White to play



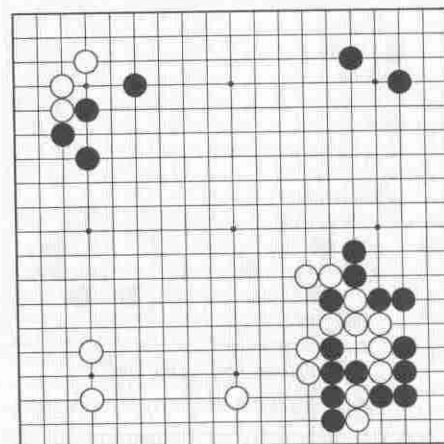
'Make a base for your weak stones!'
Where should White play?

Problem 155. White to play

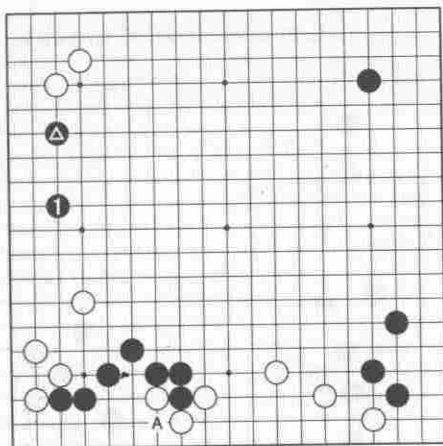


'Push back the border of your opponent's moyo while expanding your own!' Where should White play?

Problem 156. White to play

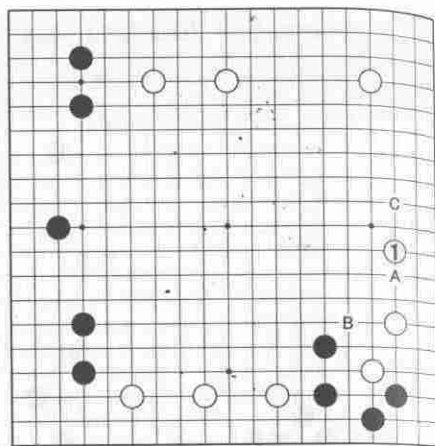


'Invade just before your opponent can secure his moyo!' Where should White play?



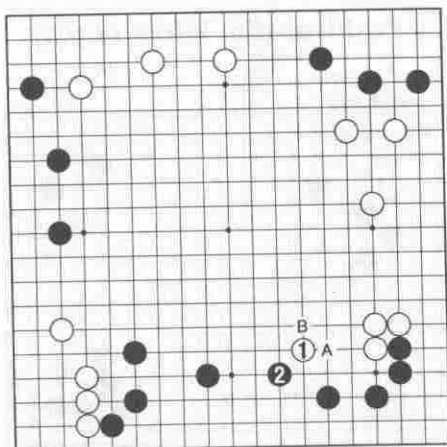
Problem 153. Answer

Black 1 is urgent because it forestalls a white pincer. If Black played elsewhere, White would attack the marked stone with 1 and secure territory on the left side. Black A is small and has no strategic implications.



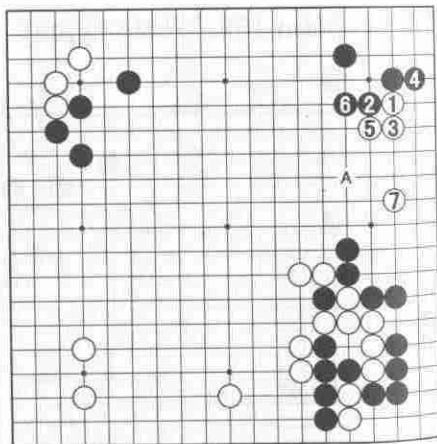
Problem 154. Answer

White's stones in the lower right are in danger, so White must stabilize them by extending to 1. If Black were to attack at A, he would have a secure position on the right side after White B–Black C.



Problem 155. Answer

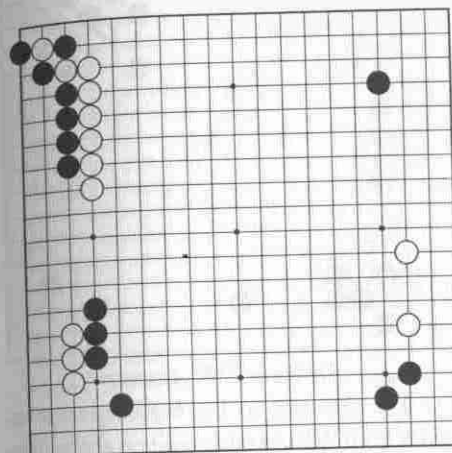
White expands his moyo by jumping to 1, preventing Black from expanding his. If Black were to jump to A or B, he would be the one to expand his moyo. The difference between Black or White playing here is huge.



Problem 156. Answer

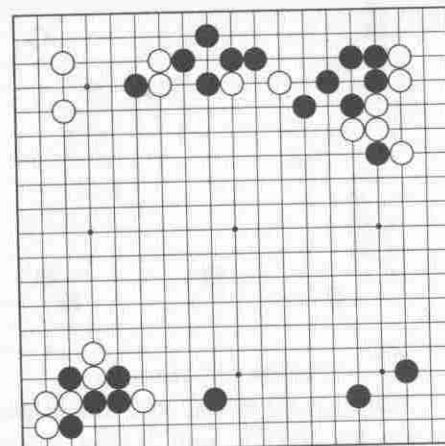
Black is threatening to secure a large area on the right side with A, so White attaches at 1. With the sequence to 7, White secures a position on the right side.

Problem 157. White to play



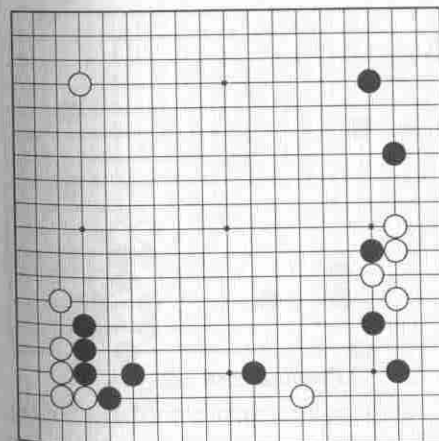
'Utilize your thickness before your opponent can neutralize it!' Where should White play?

Problem 158. White to play



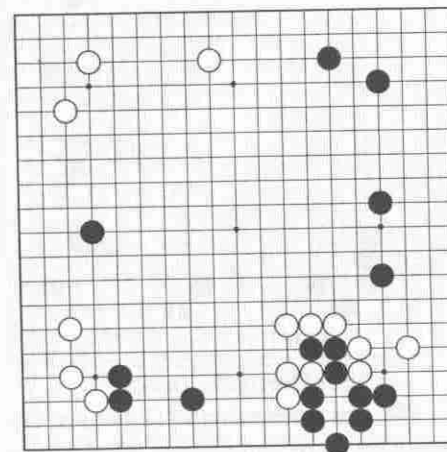
'Utilize your thickness while neutralizing your opponent's influence!' Where should White play?

Problem 159. Black to play

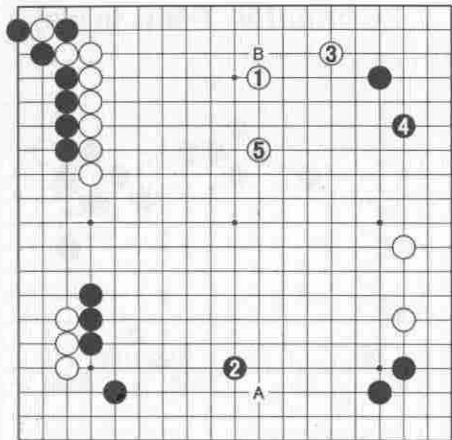


'Defend your territory by attacking your opponent's weak stones!' How should Black play?

Problem 160. Black to play

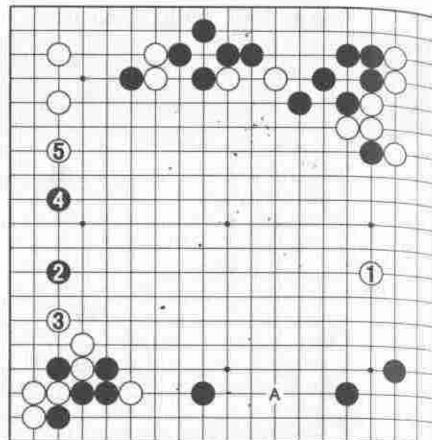


'Secure your moyo just before your opponent can disrupt it!' Where should Black play?



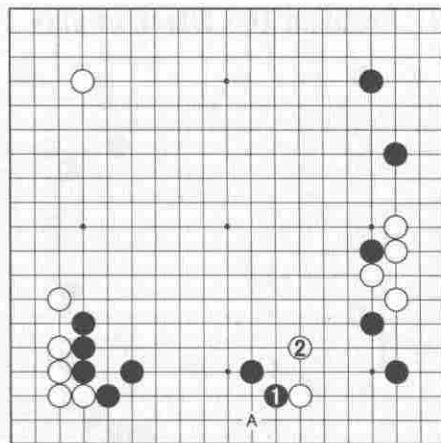
Problem 157. Answer

White should extend to 1. Black also utilizes his thickness with 2. Next, White plays 3 and 5, building up his moyo at the top. If White 1 at A, Black B neutralizes White's wall on the left. If White 1 at 3, Black B.



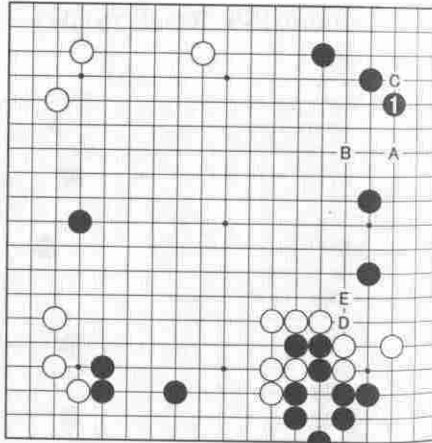
Problem 158. Answer

The extension to 1 is big because it extends from White's thick position above, neutralizes the influence of Black's enclosure below, and threatens to invade at A. After 5, the two black stones need reinforcement.



Problem 159. Answer

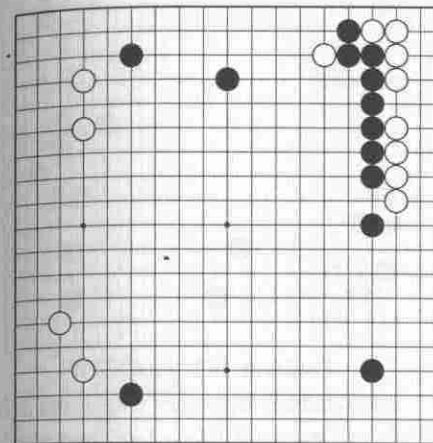
White is threatening to slide to A, securing his stone and robbing Black of his territory. Black 1 prevents this move and defends the bottom. White must now worry about his stone, so he will jump to 2.



Problem 160. Answer

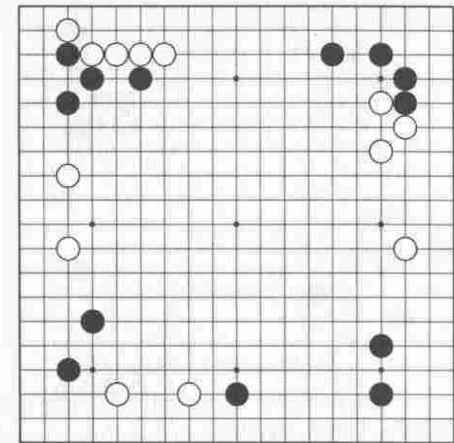
Securing the right side with Black 1 is big. If Black omits this move, White will invade at A. Now the points B and C are miai, so White easily lives. If Black cuts at D, White will atari at E and sacrifice three stones.

Problem 161. Black to play



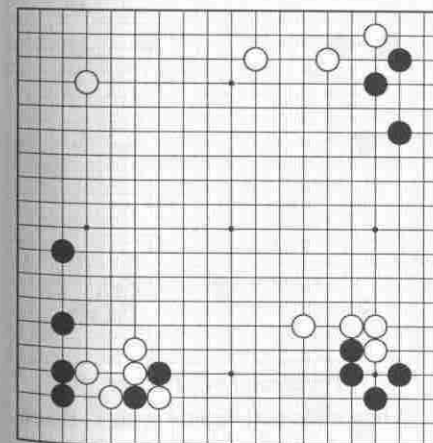
'Expand your influence while utilizing your thickness!' Where should Black play?

Problem 162. Black to play



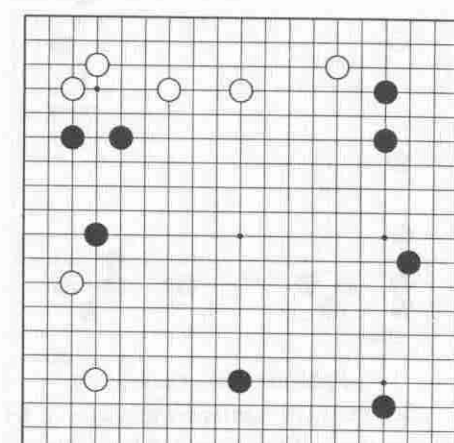
'Strengthen your weak stones while attacking your opponent's!' Where should Black play?

Problem 163. Black to play

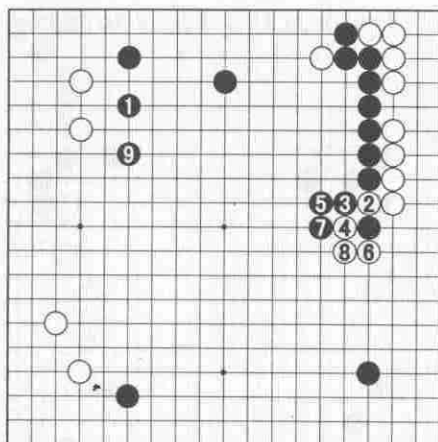


'Prevent your opponent from unifying his stones into a strategic force!' What is the order of Black's next two moves?

Problem 164. White to play

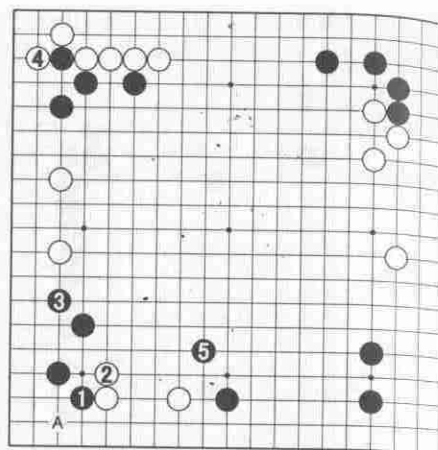


'Don't let your opponent secure a large moyo!' Where should White play?



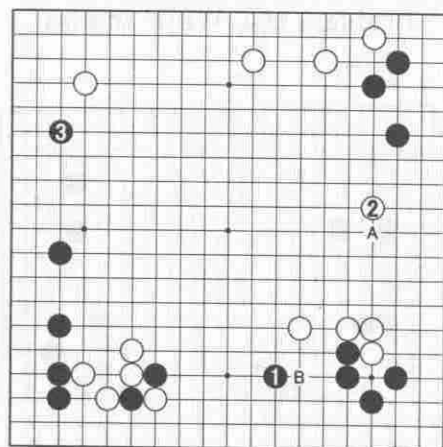
Problem 161. Answer

Black jumps to 1, expanding his moyo at the top. White cuts through with 2 and 4, and Black extends to 5. White has to capture a stone with 6, but Black exchanges 7 for 8, and builds a gigantic moyo with 9.



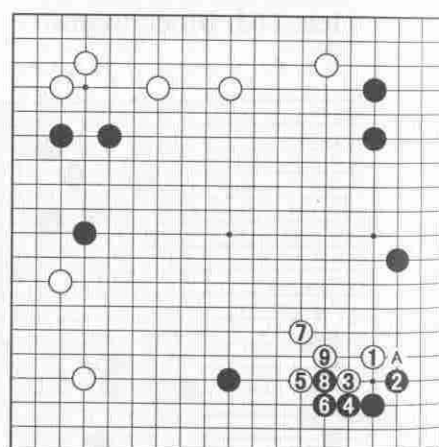
Problem 162. Answer

Black defends his stones with 1 and 3. If White next ataris at 4, Black 5 will be a severe attack, so White will first want to defend around 5. Black 1 at 4 is also big, but White slides to A, and Black will be on the defensive.



Problem 163. Answer

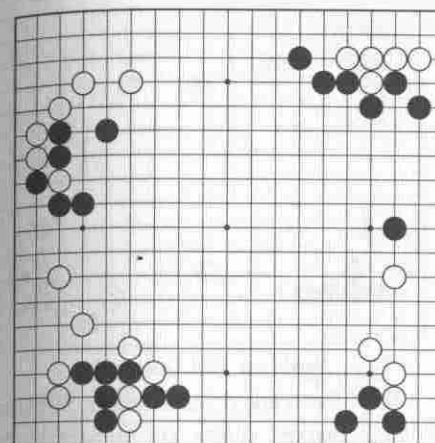
Before Black can approach with 3, he must exchange 1 for White 2. If Black plays 1 at 3 or attacks White's stones with A, White will jump down to B, making territory and good shape at the bottom.



Problem 164. Answer

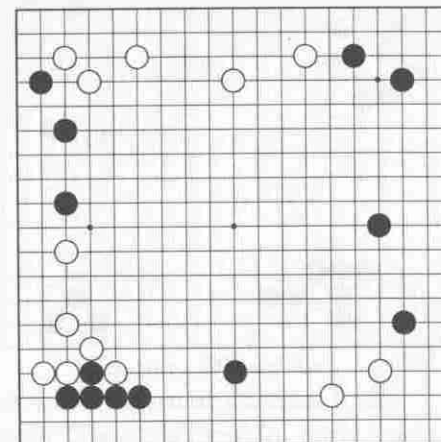
White must play lightly with 1. Black 2 hopes to induce White A, but White's stones would then become heavy, so he plays lightly with 3 to 7. White has succeeded in reducing Black's moyo.

Problem 165. Black to play



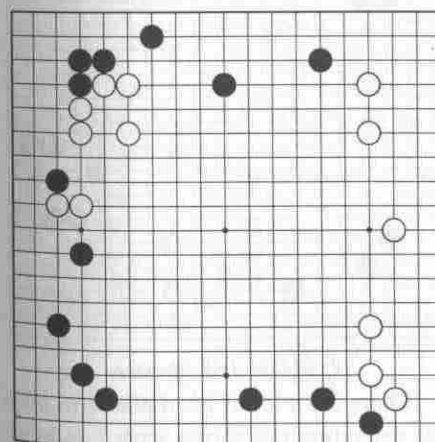
'Expand your territory while aiming at your opponent's weak point!' Where should Black play?

Problem 166. Black to play



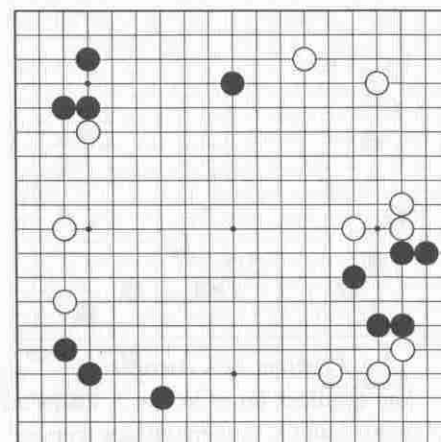
'Rob your opponent's stones of their base!' Where should Black play?

Problem 167. White to play

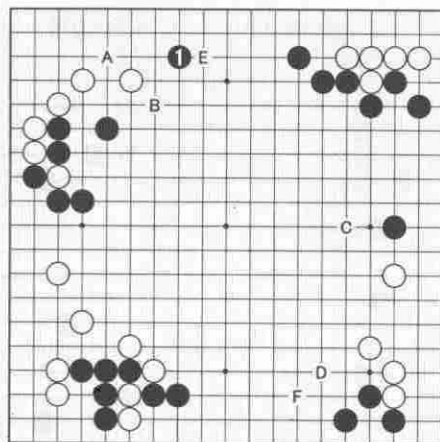


'Erase your opponent's moyo just before he can secure it!' Where should White play?

Problem 168. White to play

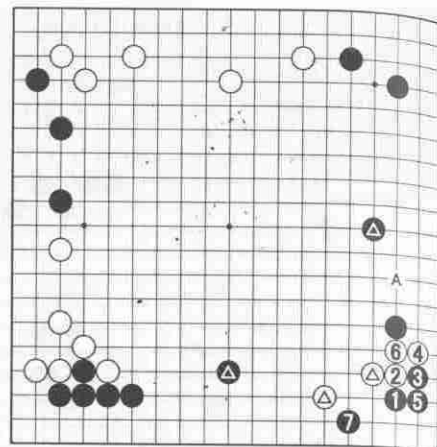


'Secure your moyo just before your opponent will reduce it!' Where should White play?



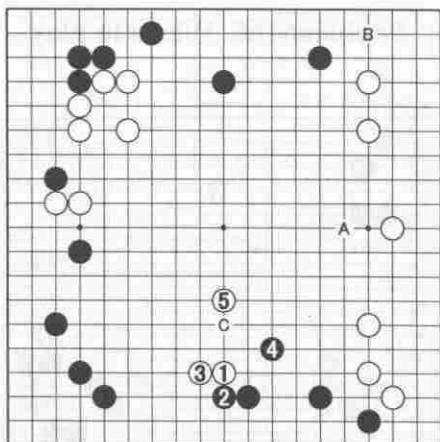
Problem 165. Answer

Black 1 stakes out the top and aims at the points A and B. If Black 1 at C or at D, White will take territory at the top by extending to E. If White 2 at D, Black will patiently answer at F.



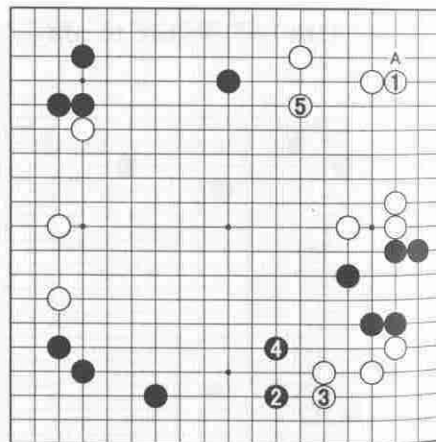
Problem 166. Answer

With the marked black stones in place, White's marked stones are vulnerable, so Black should invade with 1 and rob them of their base with the sequence to 7. If Black plays elsewhere, White plays 3, aiming at A.



Problem 167. Answer

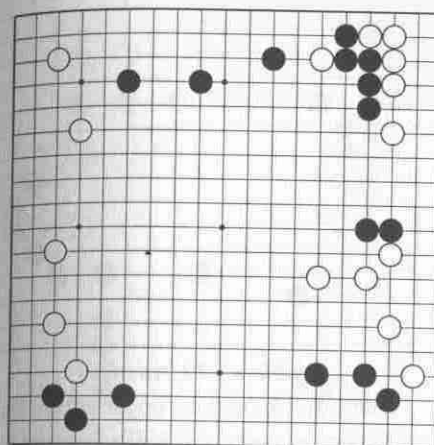
The shoulder hit of White 1, followed by White 3 and 5, prevents Black from securing a large territory at the bottom. If White 1 at A or B, Black would play C and take the lead.



Problem 168. Answer

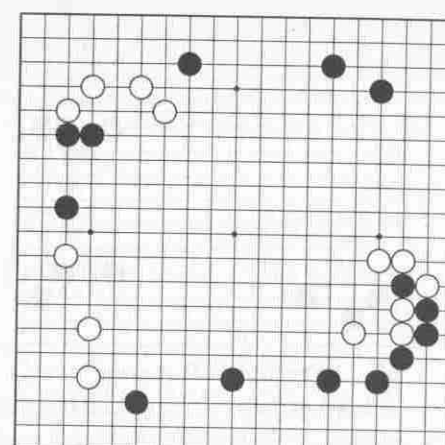
There are a lot of good places to play, but defending the corner with 1 is huge. Consider the difference if Black were to invade at A. After Black 2 and 4, White stakes out a moyo with 5.

Problem 169. Black to play



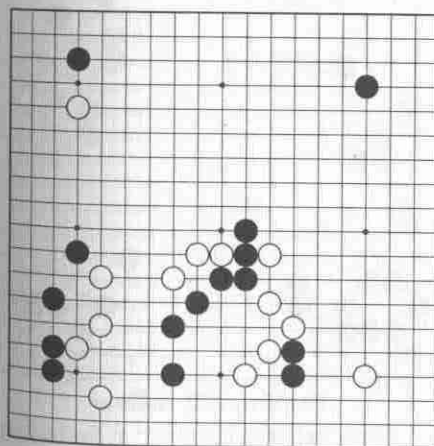
'Strengthen your weak stones by linking them up to your moyo!' Where should Black play?

Problem 170. Black to play



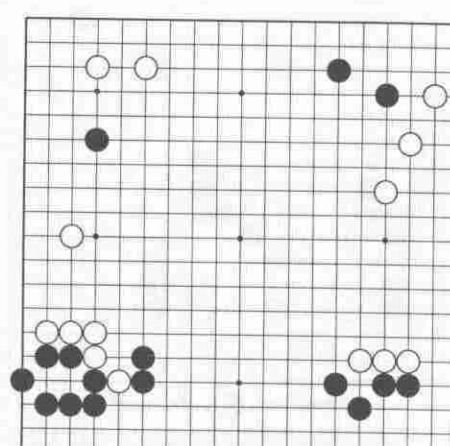
'Don't allow your weak stones to come under attack!' Where should Black play?

Problem 171. White to play

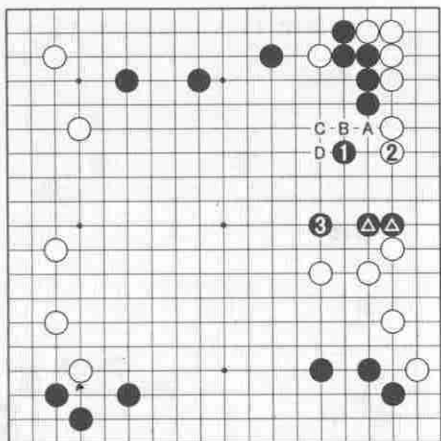


'Don't allow your stones to be split into two weak groups!' Where should White play?

Problem 172. Black to play

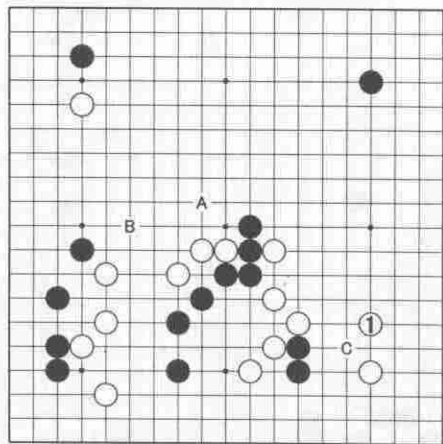


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



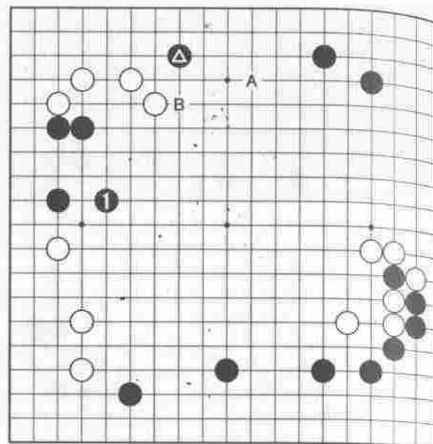
Problem 169. Answer

Black 1 expands his moyo and threatens to attach at 2. Next, Black jumps to 3, making the marked stones part of his moyo. If Black plays 1 elsewhere, White will play A—Black B—White 1—Black C—White D, and the marked stones are isolated.



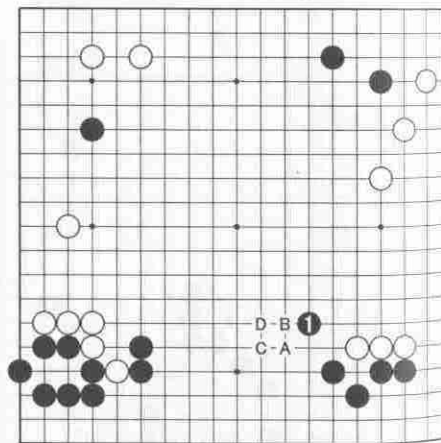
Problem 171. Answer

White should settle his stones with 1. He need not worry about the ones on the left: if Black A, White escapes with B. If White 1 at A, Black C throws the right into confusion.



Problem 170. Answer

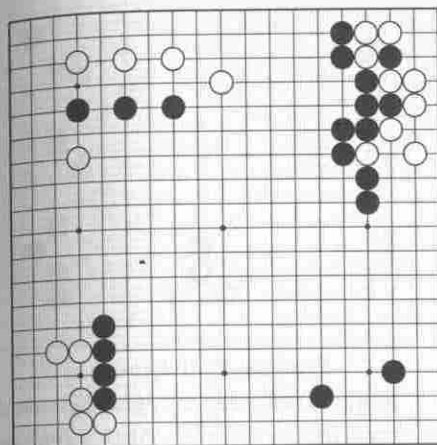
The three black stones on the left are thin, so Black must jump to 1. If Black omits this move, White will attack at 1. Black need not worry about his marked stone at the top. If White A, Black can escape into the center with B.



Problem 172. Answer

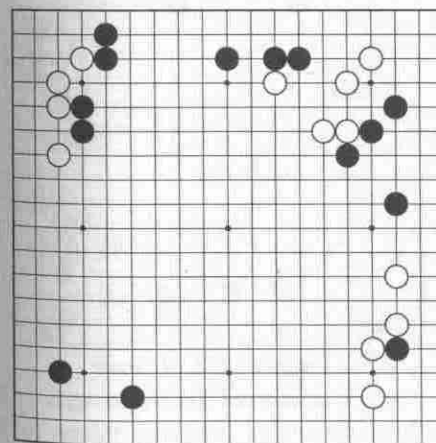
Black expands his moyo at the bottom, while keeping White from expanding his. If White were to play 1, Black A-White B-Black C-White D would follow.

Problem 173. Black to play



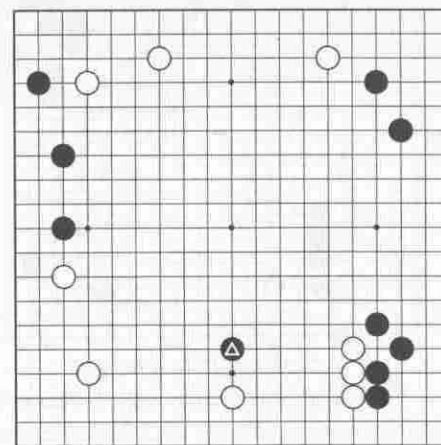
'Strengthen your weak stones by linking them up to your moyo!' Where should Black play?

Problem 175. White to play



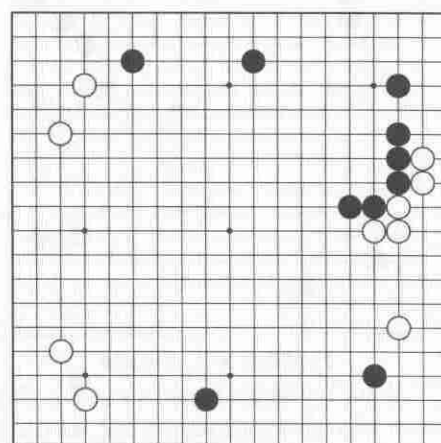
'Reinforce your weak stones by attacking your opponent!' Where should White play?

Problem 174. White to play

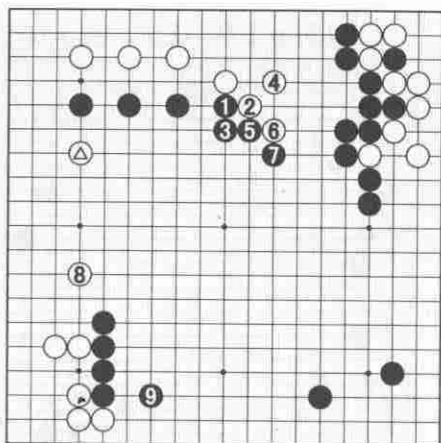


'Answer an attack with an attacking move!' How should White respond to the marked stone?

Problem 176. Black to play

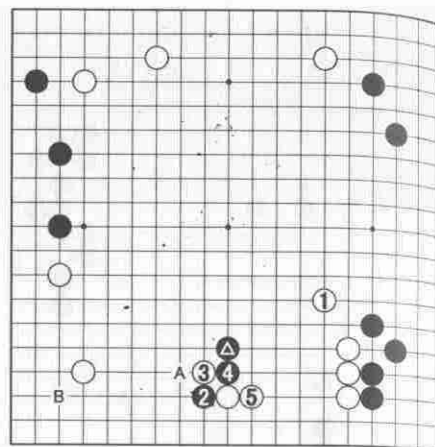


'Play a safe move when it gives you an overwhelming lead!' Where should Black play?



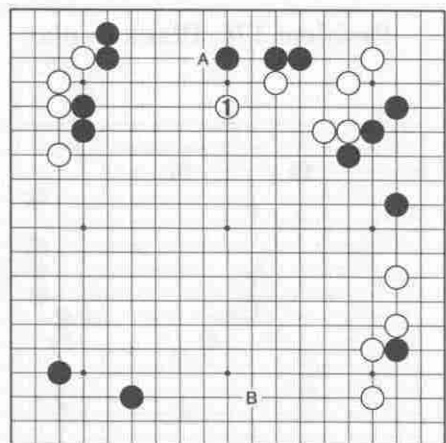
Problem 173. Answer

Black should attach with 1 and build thickness along the top with the sequence to 7. White must reinforce his marked stone with 8, and Black makes shape with 9. Black's stones now dominate the center.



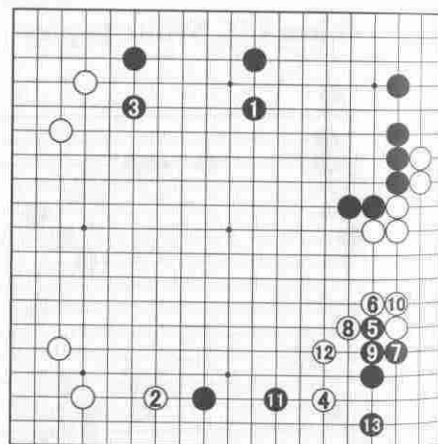
Problem 174. Answer

White should jump to 1, glaring down at the marked stone to the left. Black follows up with 2, but, after White 3 and 5, the ladder at A doesn't work, so Black will have a hard fight. If White 1 at A, Black will invade at B.



Problem 175. Answer

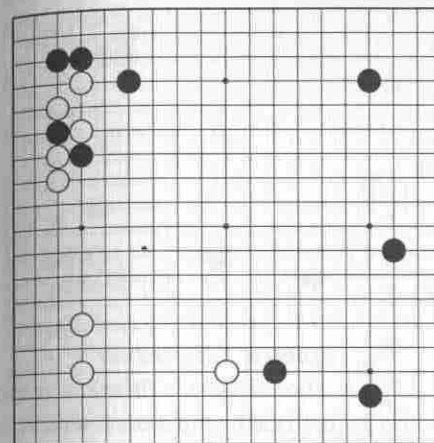
White reinforces his stones with 1. This move also threatens to attach at A, so Black must defend the top. If White immediately extends to B, Black will jump to 1 and White's stones at the top are under attack.



Problem 176. Answer

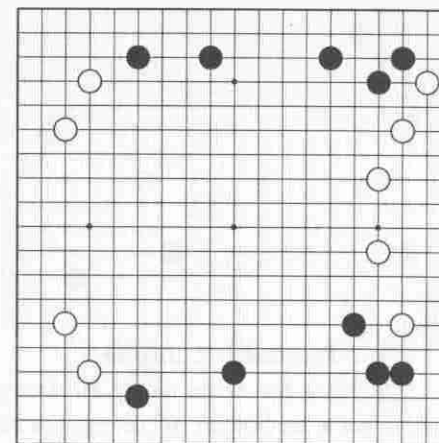
Black reinforces his moyo with 1. If White extends to 2, Black jumps to 3, building a magnificent framework at the top. As the sequence to 13 shows, Black can easily settle his stones at the bottom.

Problem 177. White to play



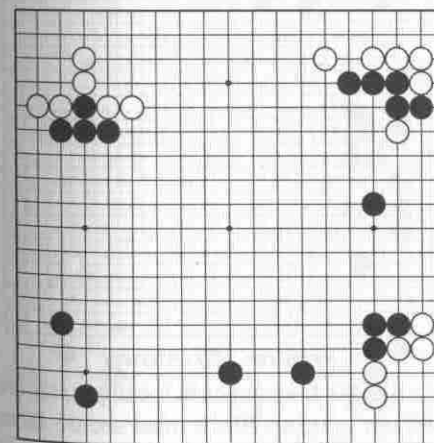
'Push back the border of your opponent's moyo while expanding your own!' Where should White play?

Problem 178. White to play



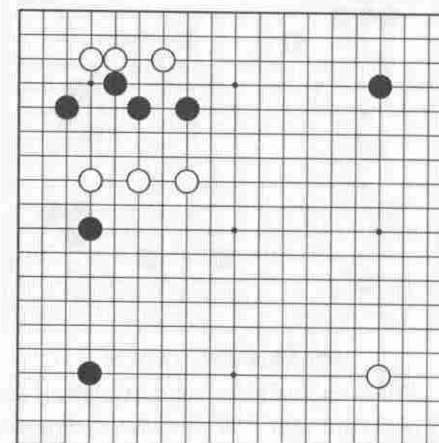
'Invade your opponent's overextended position before it is too late!' Where should White play?

Problem 179. Black to play

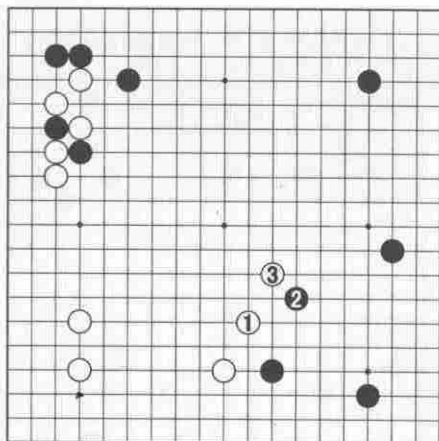


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 180. Black to play

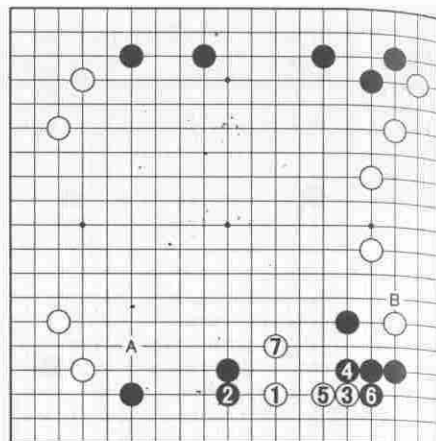


'Make your weak stones strong by attacking your opponent!' Where should Black play?



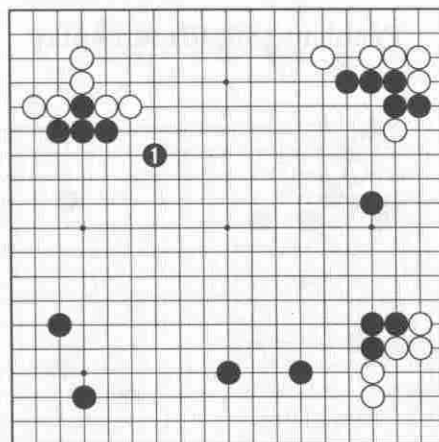
Problem 177. Answer

The black and white moyos are facing each other at the bottom. White expands his moyo with 1 and 3. If White played elsewhere, Black would play at 1 and the result would be in Black's favor.



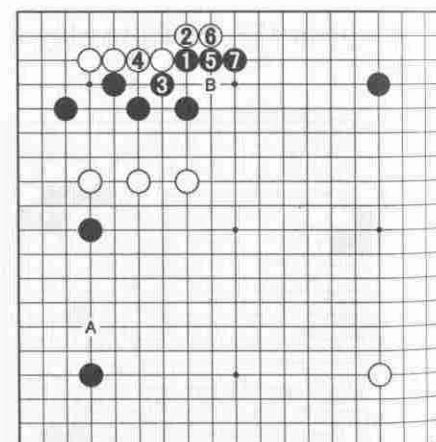
Problem 178. Answer

White should invade Black's moyo with 1 before Black reinforces it with A or attacks at B. With the sequence to 7, White has settled his stones.



Problem 179. Answer

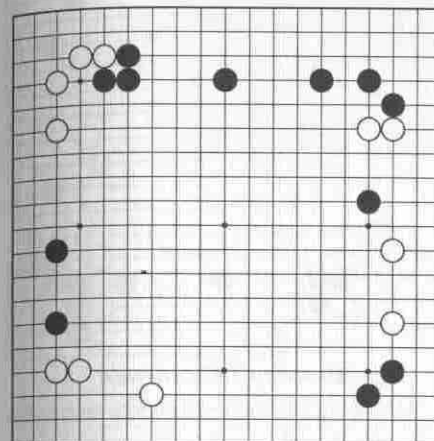
Black expands his moyo throughout the whole board with 1. With such a vast moyo, any white invasion will only partially reduce it. While attacking the invading stones, Black will secure large parts of his moyo.



Problem 180. Answer

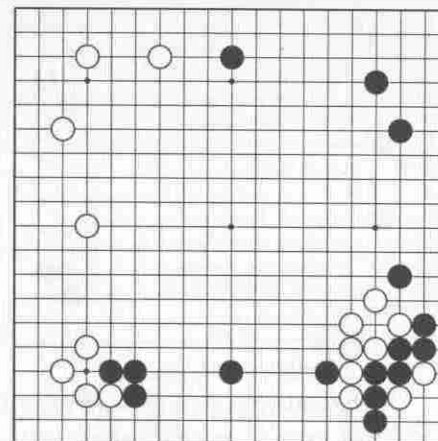
Black's four stones in the upper left are without eyes, so Black must secure them with 1, followed by the sequence to 7. If Black 1 at A, White will play B, gaining profit while attacking Black's stones.

Problem 181. White to play



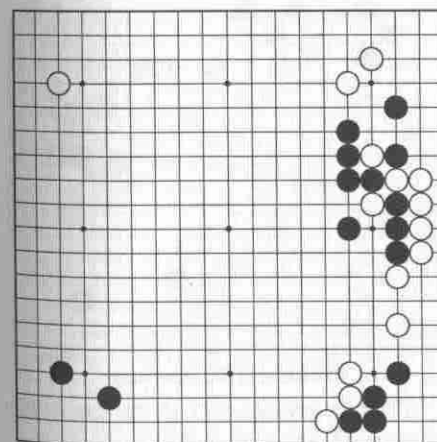
'Make your weak stones strong by linking them up!' Where should White play?

Problem 182. Black to play



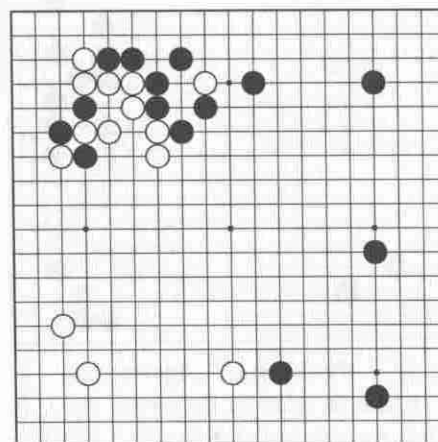
'Make profit while attacking your opponent's stones!' Where should Black play?

Problem 183. White to play

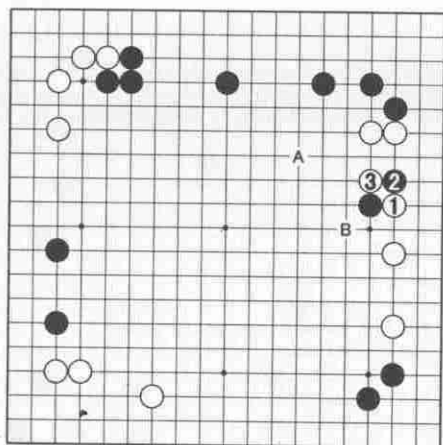


'Neutralize your opponent's thickness by tightly defending your weak stones!' Where should White play?

Problem 184. White to play

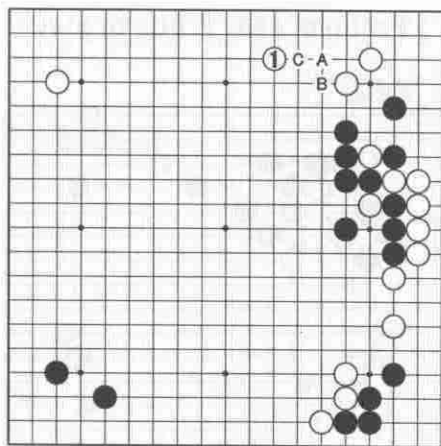


'Invade your opponent's moyo just before he can secure it!' Where should White play?



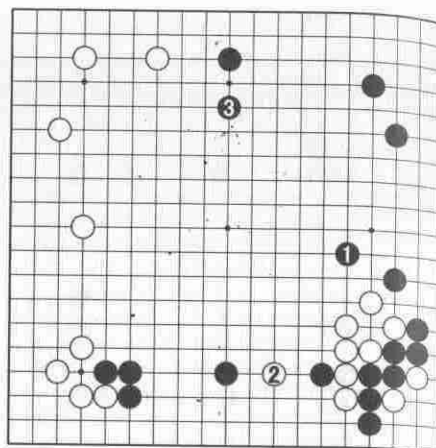
Problem 181. Answer

If White attaches and cuts with 1 and 3, he should have no trouble linking up his stones. If White A, Black B keeps White split into two groups, and the white stones above will have to secure life on their own.



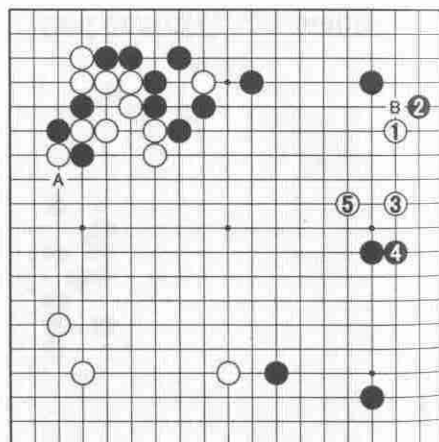
Problem 183. Answer

Black is thick in the upper right, so White must defend tightly with 1. If White omits this move, Black will attack with A—White B—Black C.



Problem 182. Answer

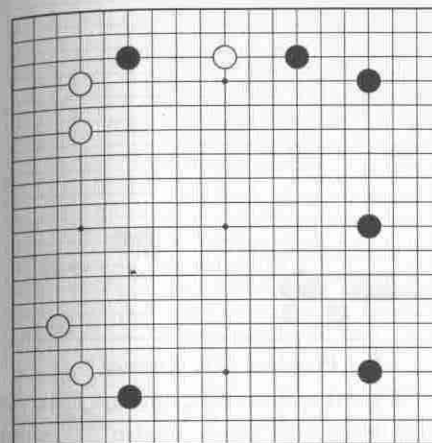
Black attacks the seven white stones below with 1 and expands his moyo at the same time. If White defends with 2, Black continues to expand his moyo with 3. If Black 1 at 3, White 1 flattens Black's moyo.



Problem 184. Answer

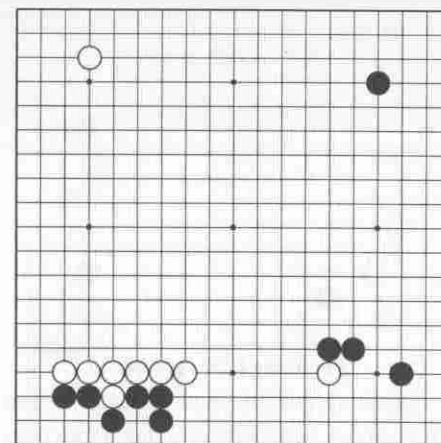
If White invades with 1, he can easily make sabaki. The sequence to 5 is one possible continuation. White could also reinforce his moyo on the left by extending to A, but, after Black B, Black's moyo would be bigger.

Problem 185. White to play



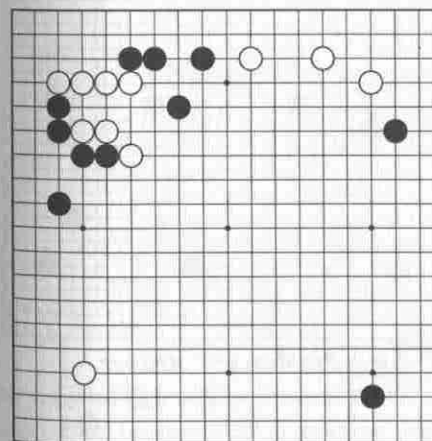
'Make your opponent's stones heavy, then attack!' Where should White play?

Problem 186. White to play



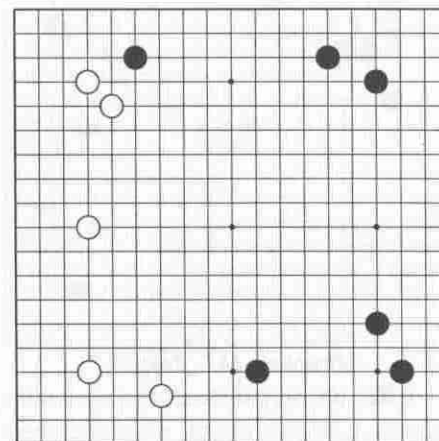
'A wall without eyes needs a base!' 'Make a wide extension from a thick position!' Where should White play?

Problem 187. Black to play

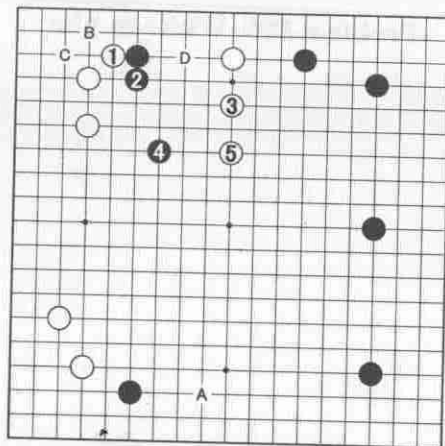


'Deprive your opponent's stones of a base, then attack!' Where should Black play?

Problem 188. White to play

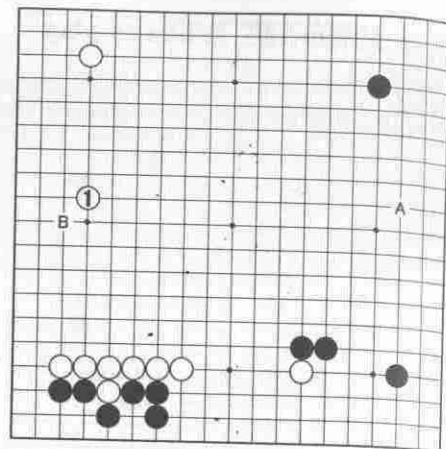


'Establish a foothold within your opponent's sphere of influence!' 'Open up virgin territory!' Where should White play?



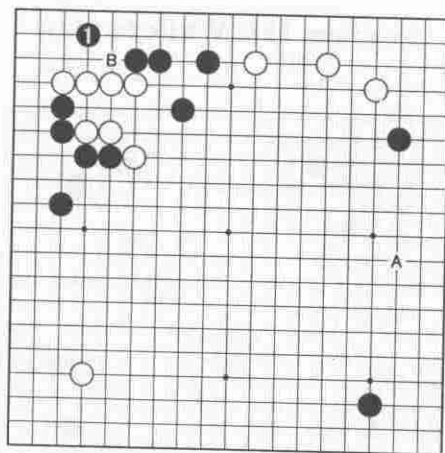
Problem 185. Answer

White should attack with 1, then attack with 3 and 5, neutralizing Black's moyo on the right. Locally, White 1 at A is also good, but Black would then secure his stone at the top with B–White C–Black D.



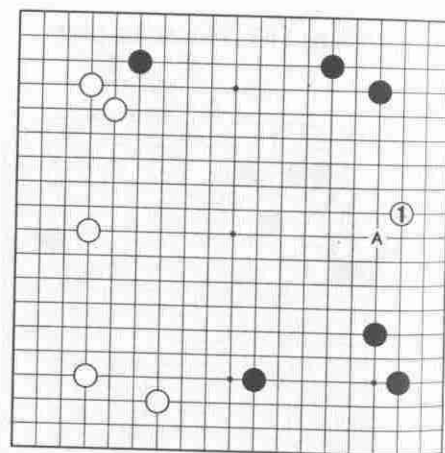
Problem 186. Answer

White 1 is the ideal extension from the thick white wall below. It also stakes out the left side. If White omits this move and plays A, Black will break up the left side with B, and White's wall will go to waste.



Problem 187. Answer

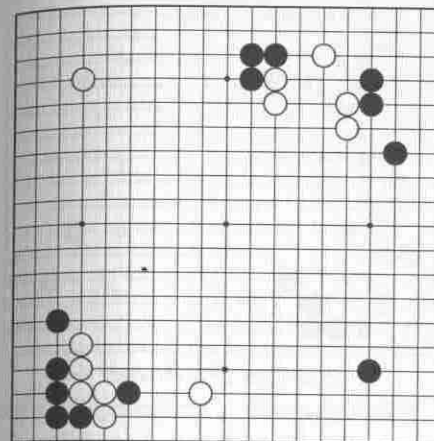
Black not only secures his stones at the top with 1, he also robs the white ones there of their base. Black A is certainly big, but White B attacks Black's stones, taking profit and making his own stones secure.



Problem 188. Answer

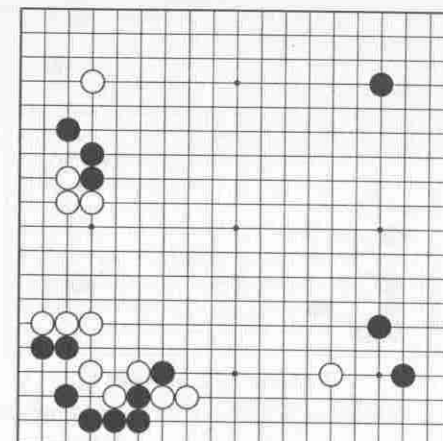
White must drive a wedge between the black positions in the upper and lower right. In doing so, he establishes a position there for himself. If Black were to play around A, reducing this moyo would become difficult.

Problem 189. White to play



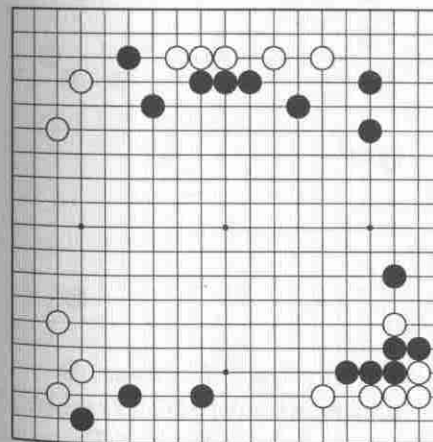
'Deprive your opponent's stones of a base while making one for your own!' Where should White play?

Problem 190. Black to play



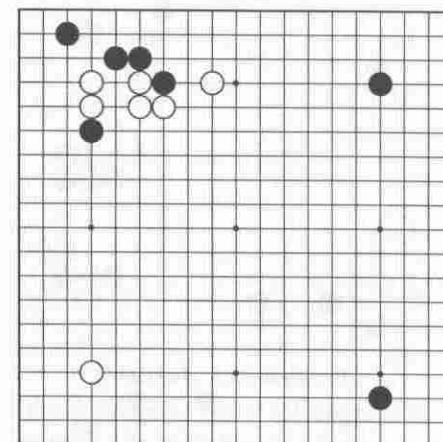
'Make a threat on one side, then attack on the other!' Where should Black play to reduce White's moyo on the left?

Problem 191. White to play

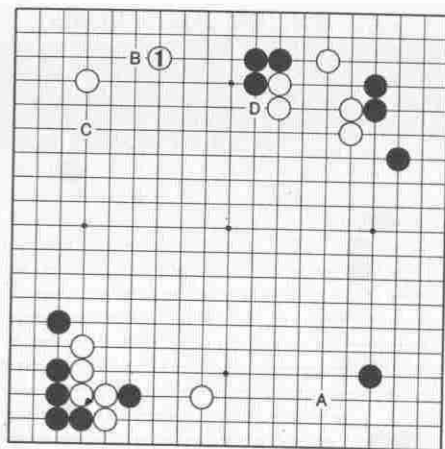


'Don't let your opponent secure a large territory!' Where should White play?

Problem 192. Black to play

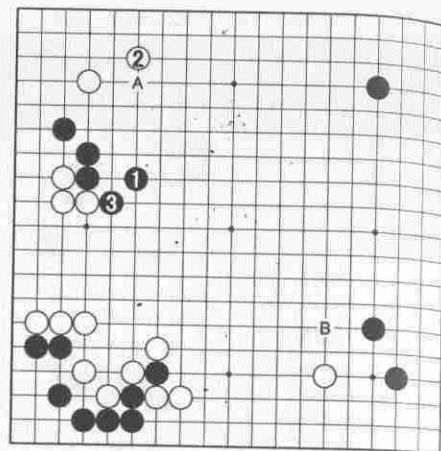


'Establish a position within your opponent's sphere of influence!' Where should Black play?



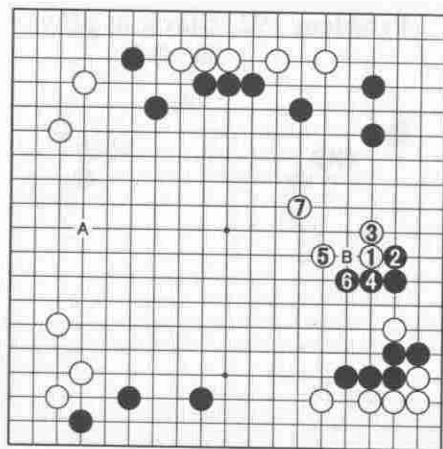
Problem 189. Answer

White 1 attacks the three black stones at the top, making them heavy, while staking out the corner in the top left. If White were to approach at A with 1, Black would exchange B for White C, then push up at D.



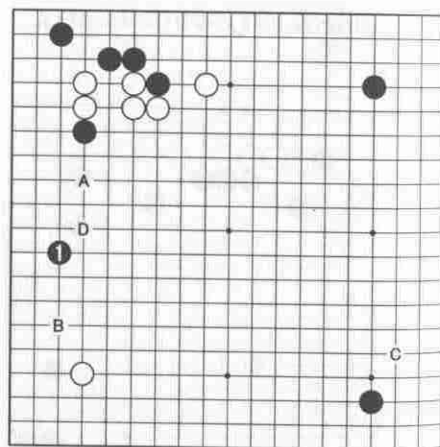
Problem 190. Answer

Black jumps to 1, threatening the white stone in the upper left with A, so White defends with 2. Next, Black makes shape with 3, reducing White's moyo. If Black 1 at B, White A threatens the black stones on the left.



Problem 191. Answer

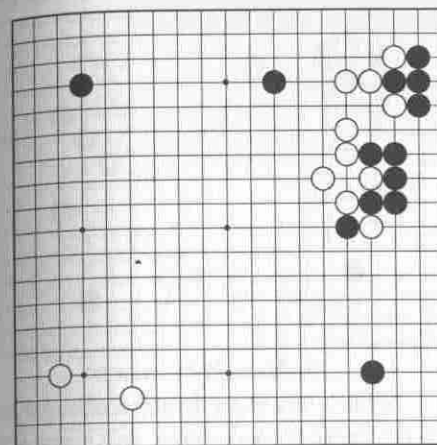
It is urgent for White to reduce Black's moyo with the shoulder hit of 1. The sequence to White 7 is a standard pattern. If White plays an extension to A, Black would take the lead by jumping to B.



Problem 192. Answer

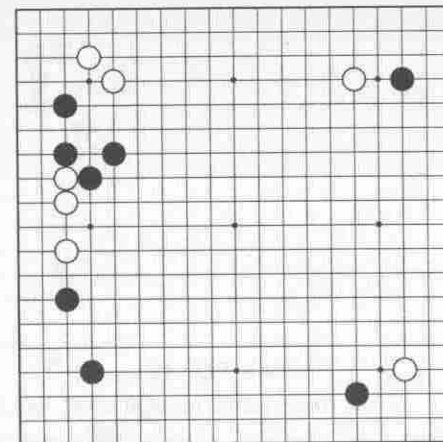
Black must break up White's sphere of influence on the left side with 1. The points A and B are now miai. If Black makes an enclosure with C, staking out the left side with White D is big.

Problem 193. White to play



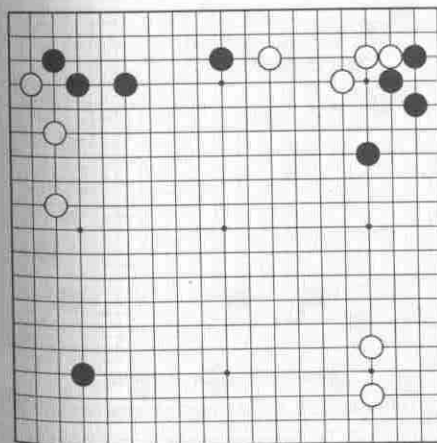
'Use your thickness to attack and take profit!' How should White use his thickness in the top right?

Problem 194. White to play



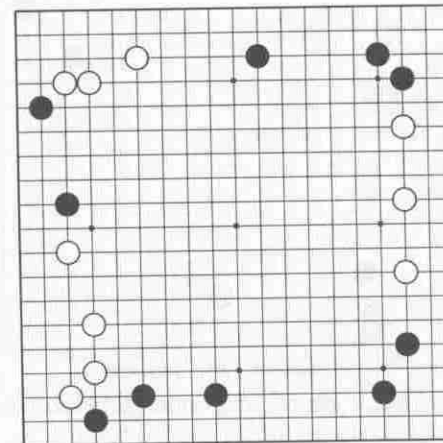
'Secure your weak stones!' Where should White play?

Problem 195. Black to play

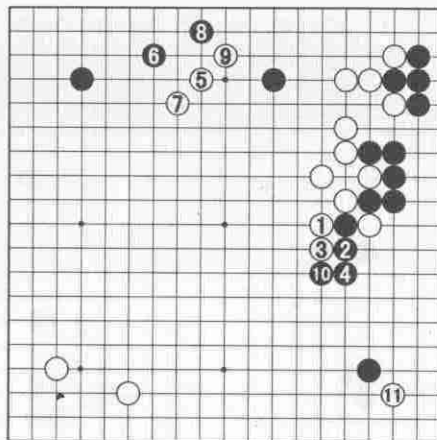


'Neutralize your opponent's influence while expanding your own!' Where is Black's biggest extension?

Problem 196. Black to play

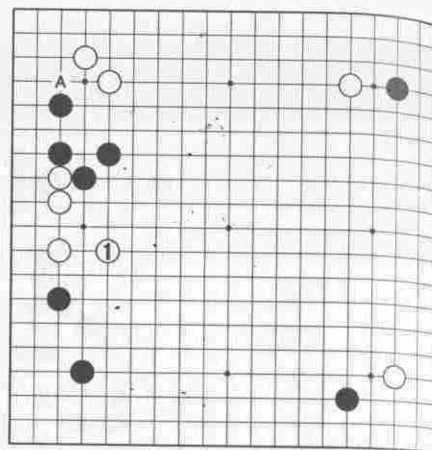


'Secure your weak stones!' Where should Black play?



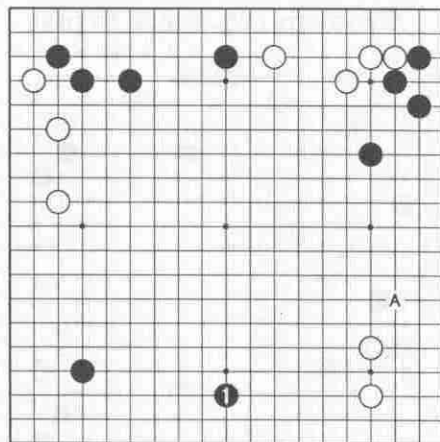
Problem 193. Answer

White first expands his wall with 1 and 3, then attacks the black stone at the top with 5. After the sequence to 10, White invades the corner with 11.



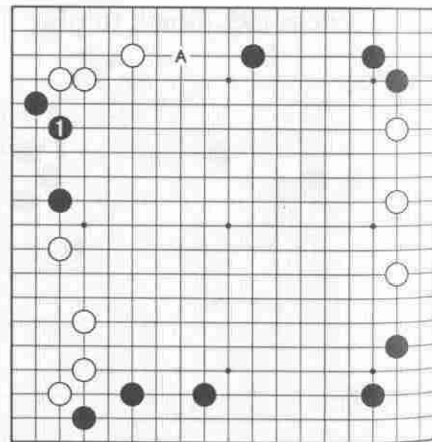
Problem 194. Answer

White's stones on the left are caught between strong black positions, so it is urgent to strengthen them with 1. Next, White will aim to attack Black's stones with A. If White plays elsewhere, Black 1 becomes a severe attack.



Problem 195. Answer

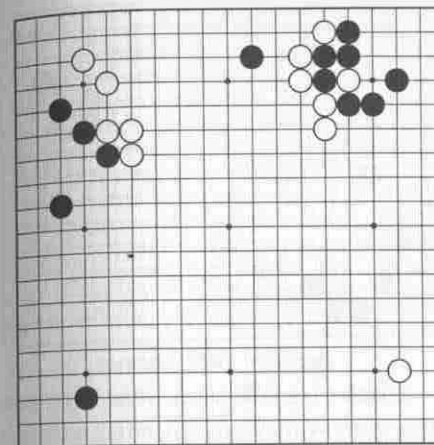
Black 1 is the biggest move because it neutralizes the strong side of White's enclosure. Black A is also big, but White 1 would be an ideal extension from White's enclosure.



Problem 196. Answer

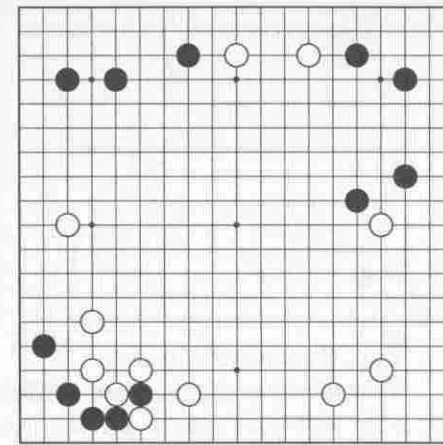
Black secures his two stones on the left with 1 while threatening White's corner. If Black played 1 at A, White 1 would severely attack the two black stones.

Problem 197. White to play



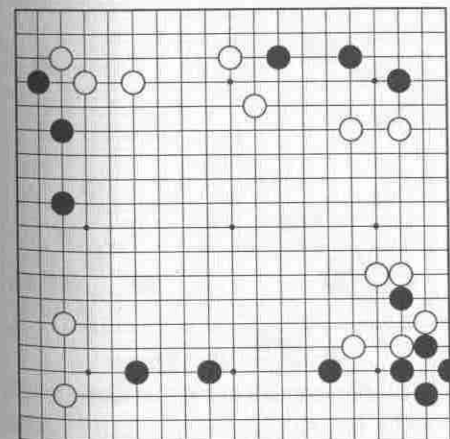
'Attack in the direction that defends your defects!' Where should White play?

Problem 198. Black to play



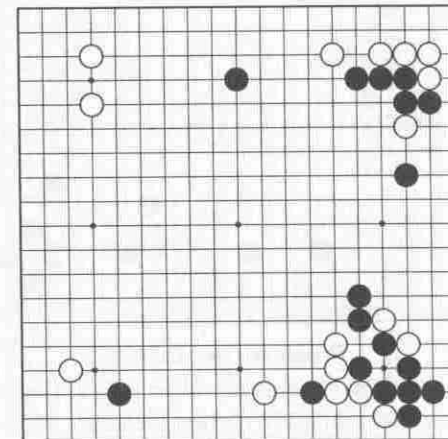
'Push back the border of your opponent's moyo while expanding your influence!' Where should Black play?

Problem 199. Black to play

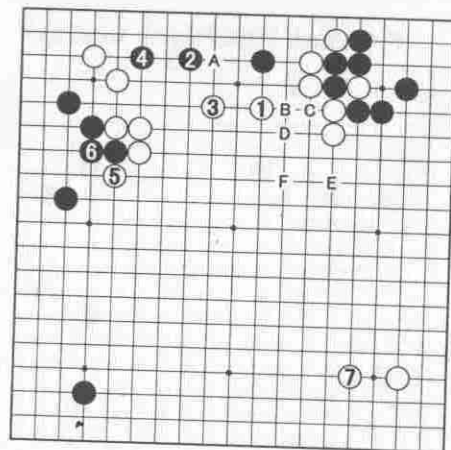


'Push back the border of your opponent's moyo while expanding your influence!' Where should Black play?

Problem 200. Black to play

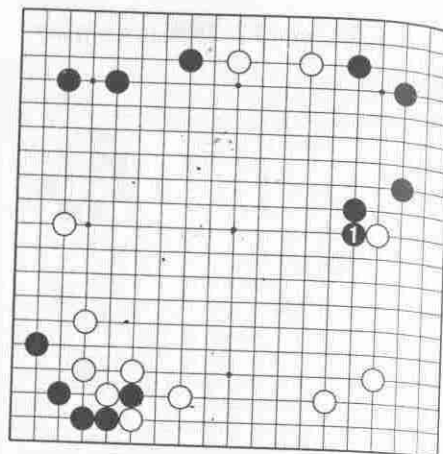


'Link up your weak stones to your moyo!' Where should Black play?



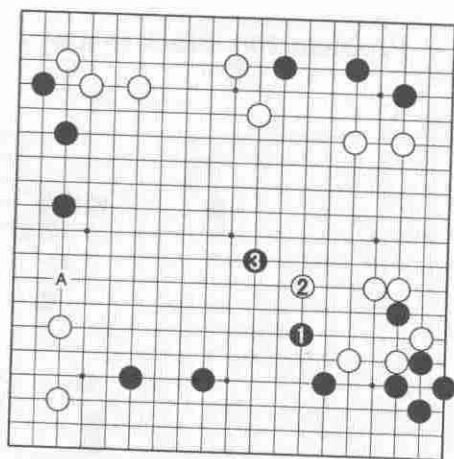
Problem 197. Answer

White should attack with 1 and 3. Black has to live with 4, so White can atari at 5, then make an enclosure with 7. If White 1 at 5, 7, or A, Black plays B–White C–Black D–White E–Black F. White's stones are under attack.



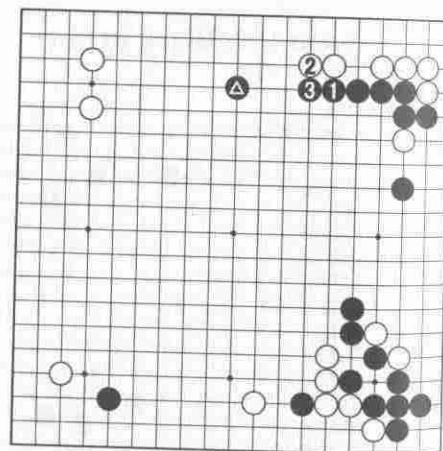
Problem 198. Answer

Black 1 is a vital point. Most important, it prevents White from expanding his moyo with a move there. Black 1 also builds influence in the center, which weakens the two white stones at the top.



Problem 199. Answer

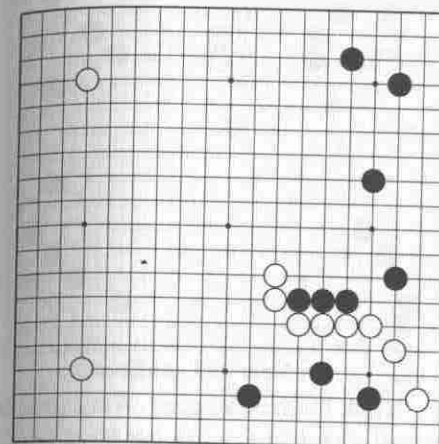
Black expands his moyo with 1. Black answers White 2 by playing a reducing move with 3. Locally, Black A is a good point, but White expands his moyo on the right with 1, threatening Black's territory at the bottom.



Problem 200. Answer

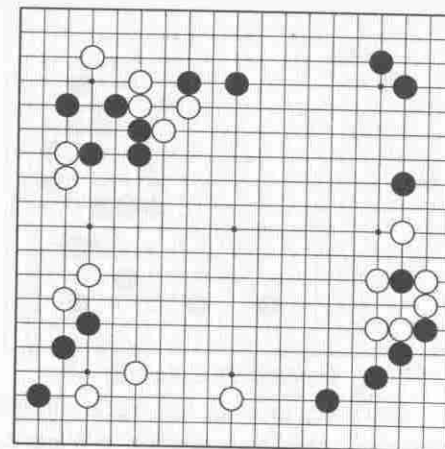
Black expands his moyo on the right with 1 and 3, and maintains a link with his marked stone. If Black were to play elsewhere, White would push up at 1, isolating the marked stone.

Problem 201. Black to play



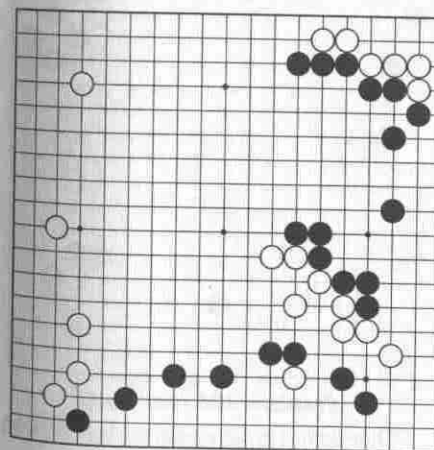
'Don't let your weak stones come under attack!' Where should Black play?

Problem 202. Black to play



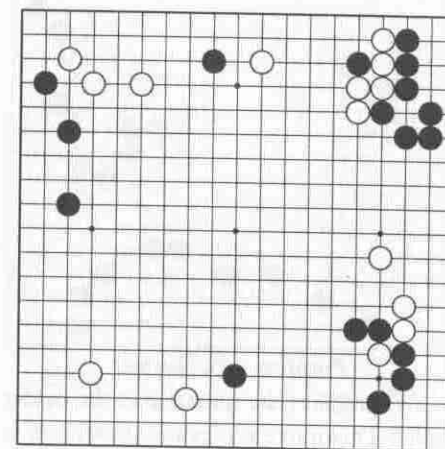
'Expand your moyo while attacking your opponent's stones!' Where is the vital point for Black?

Problem 203. White to play

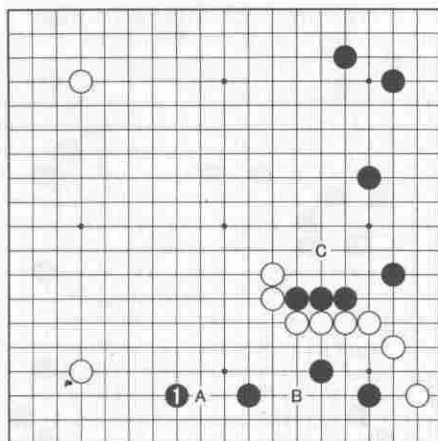


'Strengthen your weak stones by making influence!' Where should White play?

Problem 204. White to play

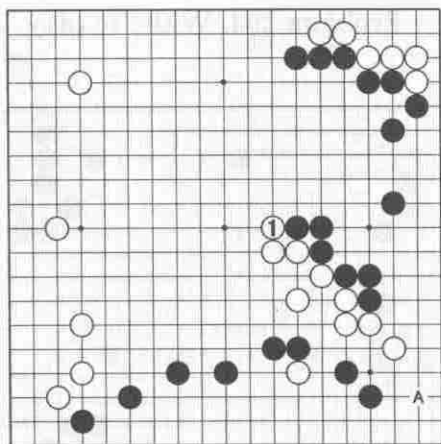


'Rob your opponent's stones of their base while making one for your own!' Where should White play?



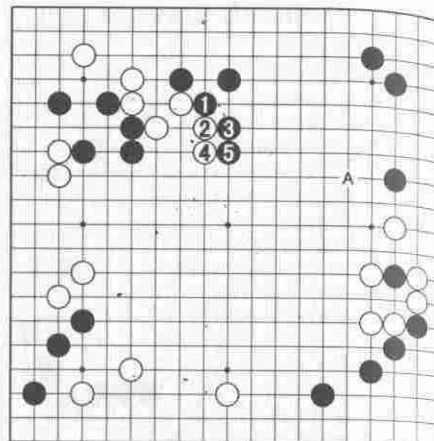
Problem 201. Answer

Extending to Black 1 is urgent, since it prevents a checking extension to White A, which threatens an invasion at White B. Black C is not interesting because Black's three stones are strategically irrelevant.



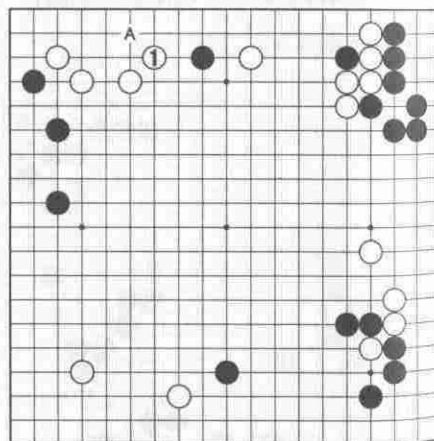
Problem 203. Answer

White takes the initiative in the center with 1. This move settles his stones and is strategically more important than settling them with A. Moreover, it prevents Black from expanding his moyo with 1.



Problem 202. Answer

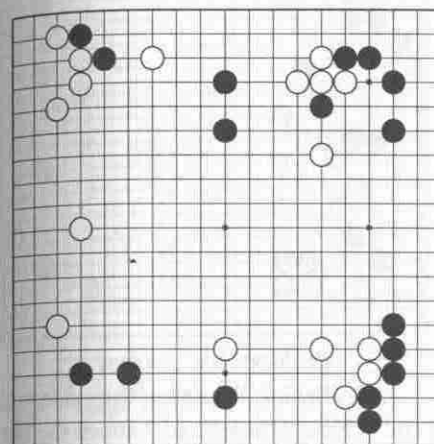
Black 1 is the vital point. White gets his stones out into the center, but Black builds a moyo with the sequence to 5. Next, Black aims to complete his moyo by jumping to A. If Black plays 1 elsewhere, White will extend to 1.



Problem 204. Answer

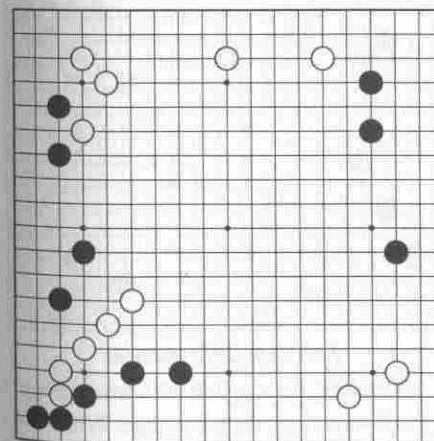
White settles his stones at the top left with 1. This move also attacks the lone black stone at the top. If White plays elsewhere, Black will uproot White's stones by sliding to A.

Problem 205. Black to play



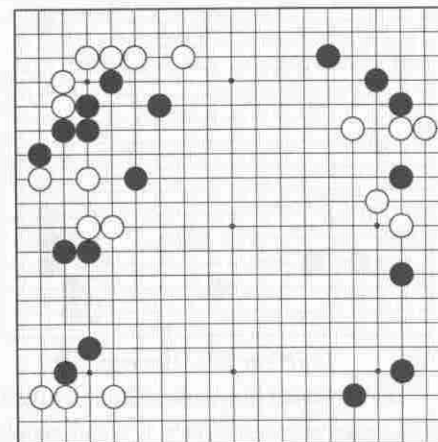
'Strengthen your stones while limiting your opponent's influence!' Where should Black play?

Problem 207. Black to play



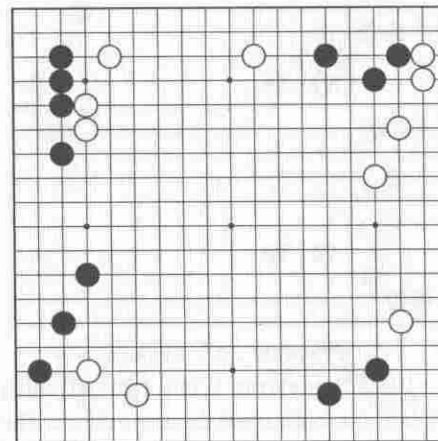
'Lean against strong stones to attack weak ones!' Where should Black play?

Problem 206. Black to play

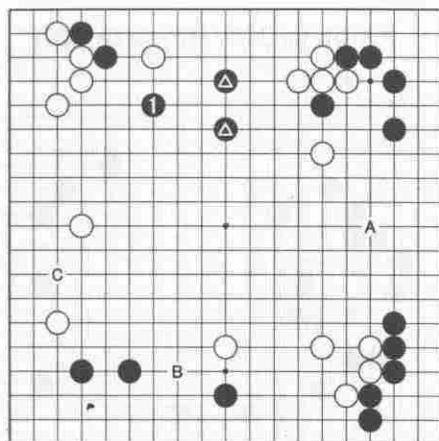


'In a running fight, get to the center first!' Where should Black play?

Problem 208. White to play

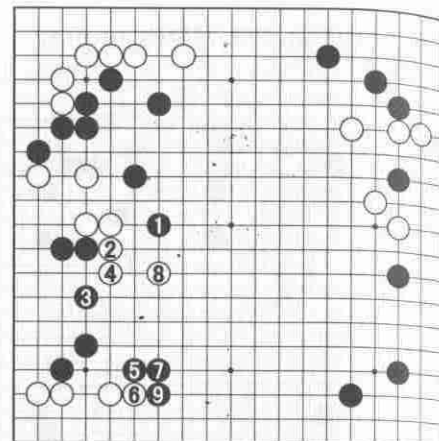


'Attack the base of your opponent's stones, then naturally make territory!'
Where should White play?



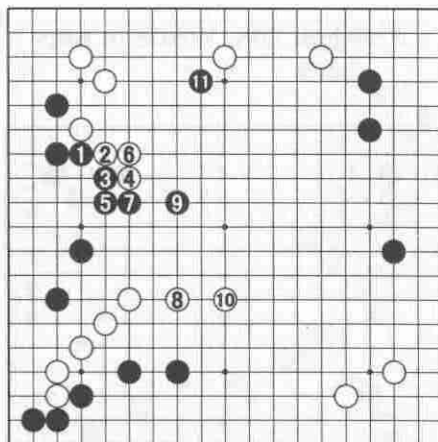
Problem 205. Answer

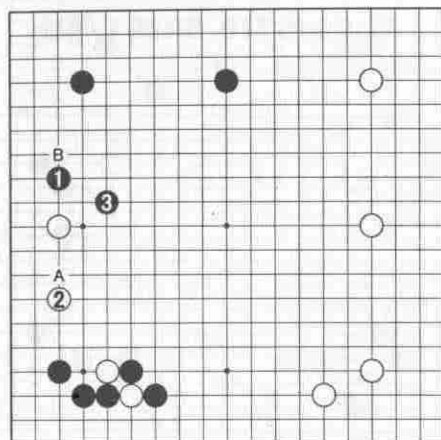
Black settles his marked stones with 1. This move prevents White 1, which would attack those two stones. White 1 would also secure territory in the top left. Black A, B, and C are big moves, but Black 1 is urgent.



Problem 206. Answer

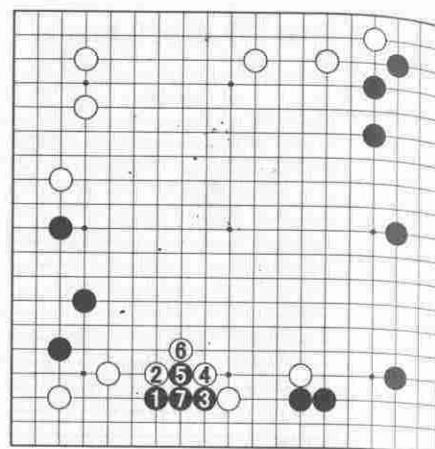
After Black 1, White has to escape with 2 and 4. Next, Black 5 and 7 attack the bottom while aiming at White's stones above, so White has to jump to 8. Black then turns at 9, taking the initiative at the bottom.





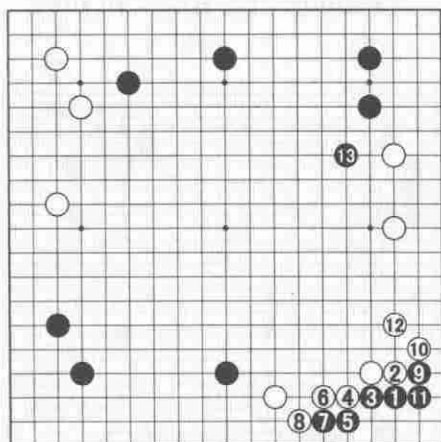
Problem 209. Answer

Black 1 drives the white stone toward the thickness below. If White 2, Black attacks with 3, building a moyo above. Black 1 at A is too narrow; Black's thickness isn't working efficiently, and White can comfortably extend to B.



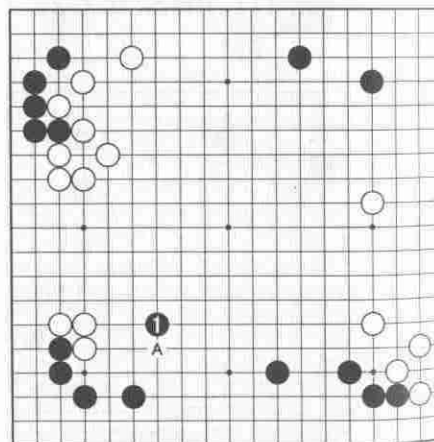
Problem 210. Answer

Black is strong on the left and the right, while White's extension at the bottom is thin, so he can invade with 1. If White attaches with 2, Black plays the sequence to 7 and White is left with too many cutting points to defend.



Problem 211. Answer

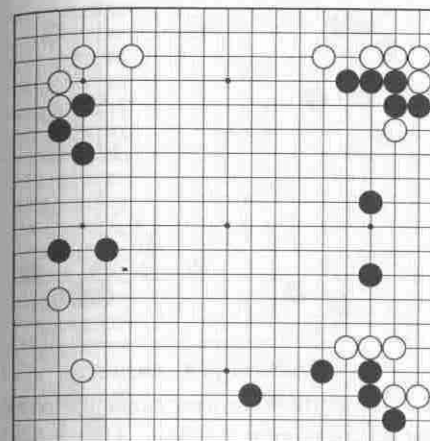
Black invades the corner with 1. The sequence to White 12 is standard, but White ends in gote, so Black can expand his moyo with 13 and neutralize White's wall below.



Problem 212. Answer

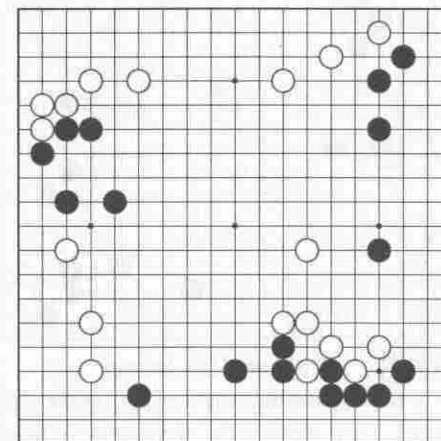
Black 1 is on the line where the influence of the two moyos cross. If Black were to play elsewhere, White would expand his own moyo with A and flatten Black's moyo.

Problem 213. Black to play



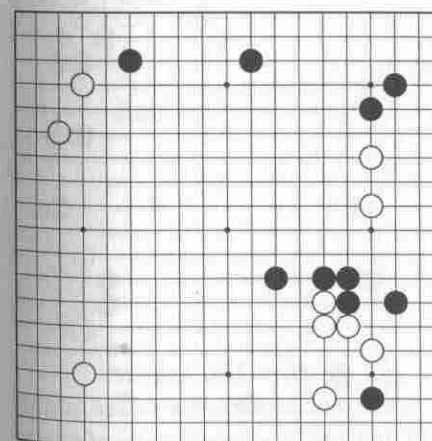
'Take territory while threatening your opponent's stones!' Where should Black play?

Problem 214. Black to play



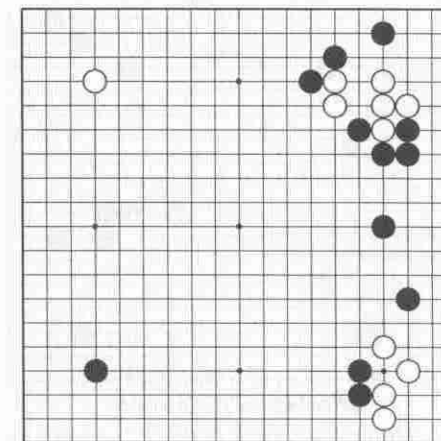
'Invade your opponent's overextended position!' Where should Black play?

Problem 215. Black to play

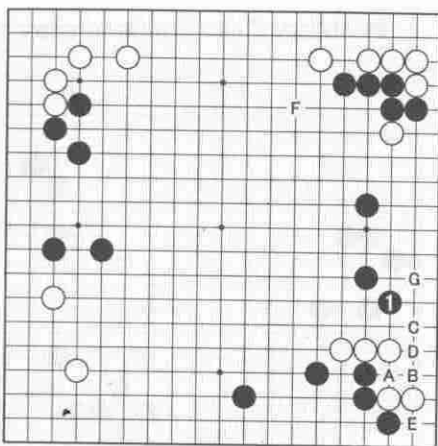


'Expand your moyo while attacking!' 'Attack with the knight's move!' Where should Black play?

Problem 216. White to play

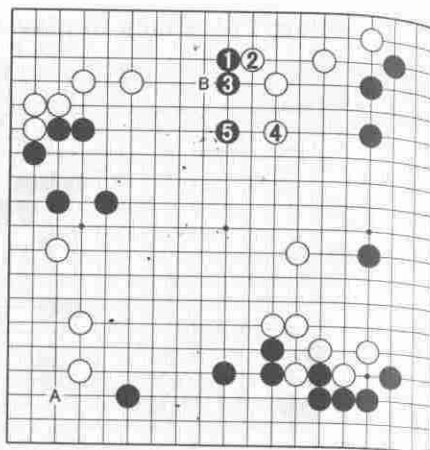


'Secure your weak stones!' The order of moves is important in this problem. Where should White play?



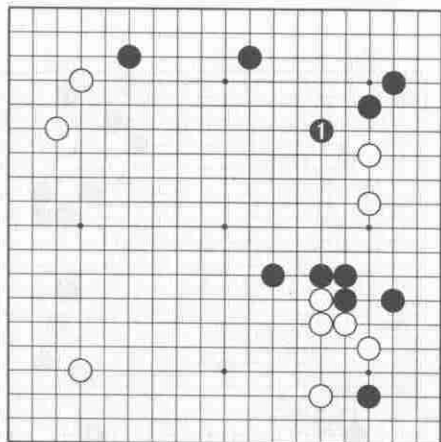
Problem 213. Answer

Black 1 defends the territory on the right side. This move also threatens to leave White's stones eyeless with the sequence Black A–White B–Black C–White D–Black E. If Black 1 at F, White will slide to G.



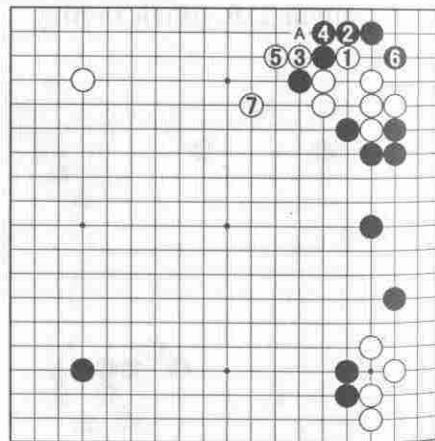
Problem 214. Answer

The gap in White's position at the top calls for an invasion at Black 1. After 5, all of White's stones there have become thin. Black 1 at A is also big, but Black would end in gote, enabling White to secure the top with B.



Problem 215. Answer

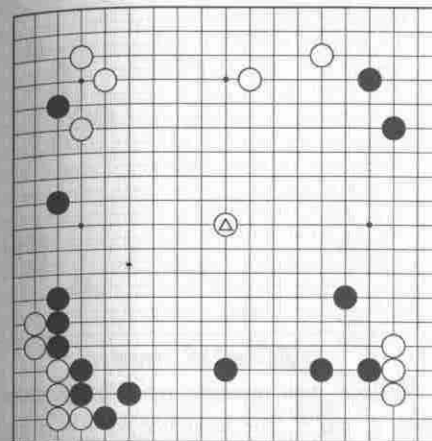
The knight's move of Black 1 severely attacks White's two stones. They must run away, but, as they do, Black will continue to attack them and secure a huge area at the top.



Problem 216. Answer

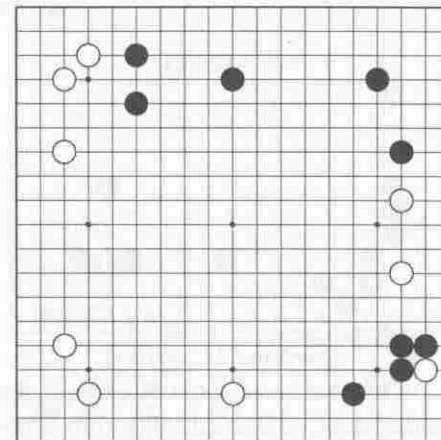
White should settle his stones quickly and 1 and 3 are the correct order of moves. After White 5, Black must live in the corner with 6. White then makes shape with 7. If White 1 at 3, Black 5–White A–Black 4.

Problem 217. Black to play



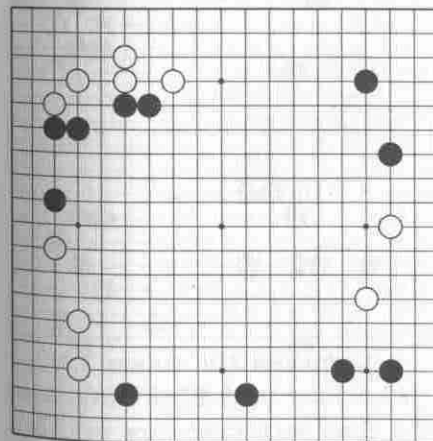
'Use your thickness to attack, not to make territory!' How should Black answer the marked stone?

Problem 218. Black to play



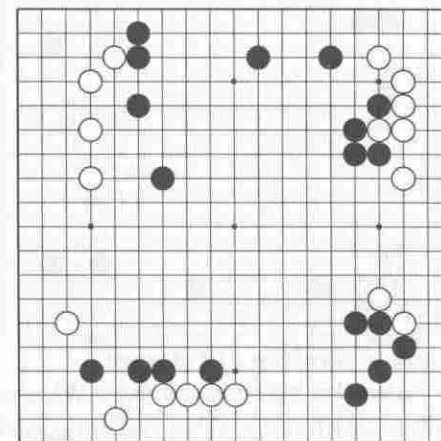
'Expand your moyo while attacking!' How should Black play?

Problem 219. Black to play

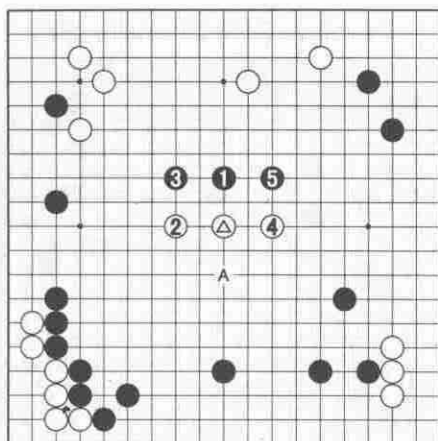


'Make your opponent defend the territory he has committed himself to!' Where should Black play?

Problem 220. White to play

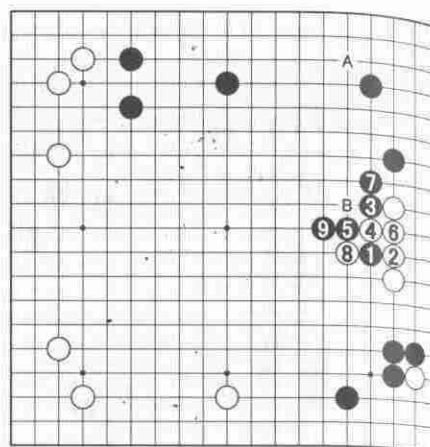


'Strengthen your position by attacking your opponent's stones!' What should White do?



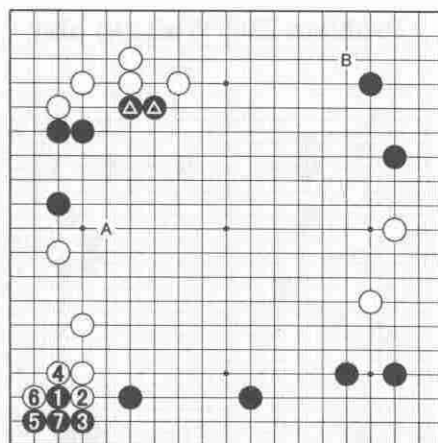
Problem 217. Answer

White has invaded too deeply with the marked stone, so Black should use his thickness below to engulf it. Up to 5, Black has the advantage. Black 1 at A is submissive, giving White the chance to take the initiative.



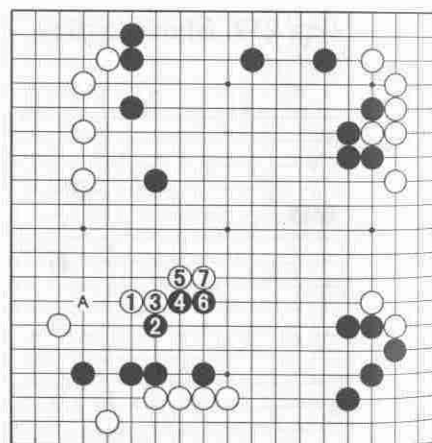
Problem 218. Answer

Black puts pressure on White's stones with 1 and 3. The sequence to 9 is a middle-game joseki and Black ends with an impressive moyo. Black A is also big, but, after White B, the scale of Black's moyo is small.



Problem 219. Answer

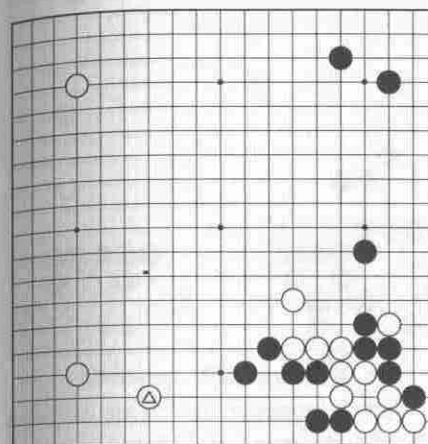
Black 1 is big because it forces White to defend the left side, enabling Black to expand his territory at the bottom. Black A is also big, but, with the marked stones in place, Black's stones could become overconcentrated.



Problem 220. Answer

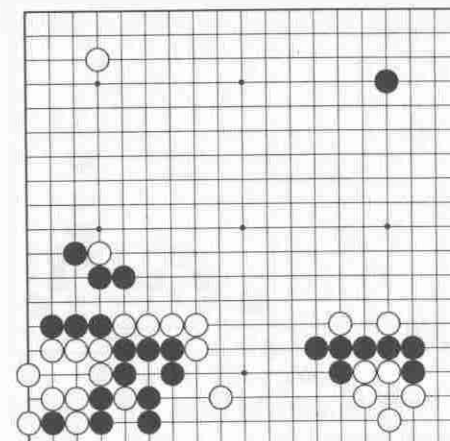
White must attack Black's four stones with 1. Black has to make shape with 2 to 6, but White 7 keeps up the pressure and aims at Black's moyo above. If White plays any other move, Black takes the initiative with A.

Problem 221. Black to play



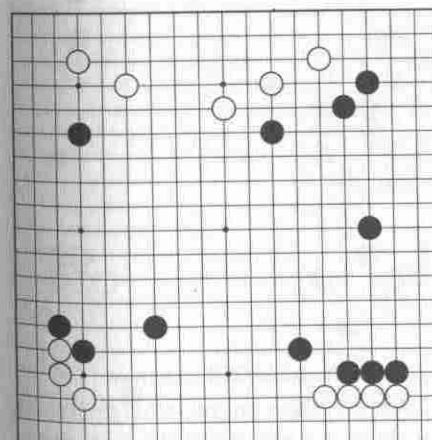
'Make a base for your weak stones!' How should Black respond to the marked stone?

Problem 222. White to play



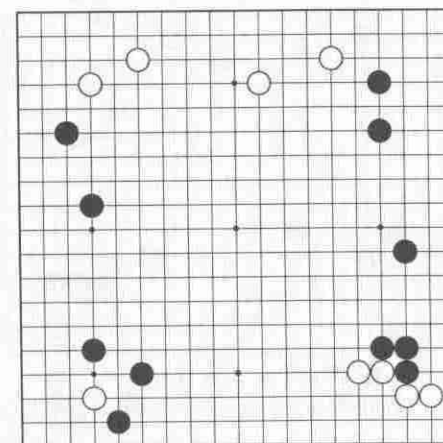
'Link up weak stones to your strong ones!' Where should White play?

Problem 223. Black to play

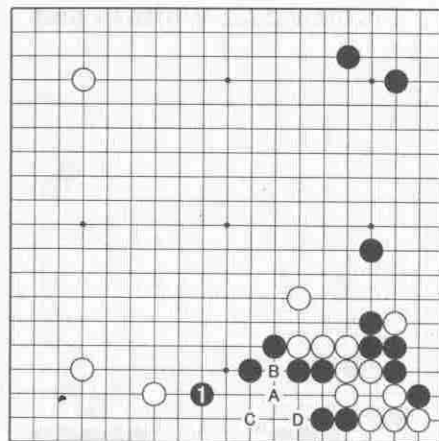


'Expand your moyo on a grand scale!' Where should Black play?

Problem 224. White to play

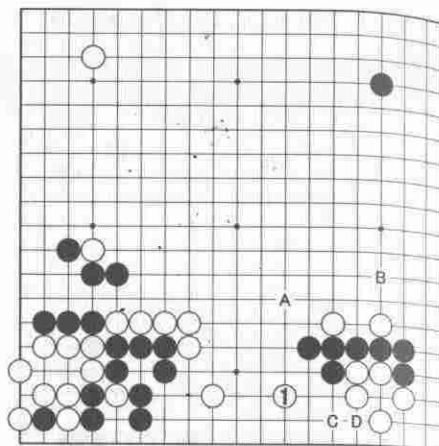


'Invade just before your opponent will secure a large area!' Where should White play?



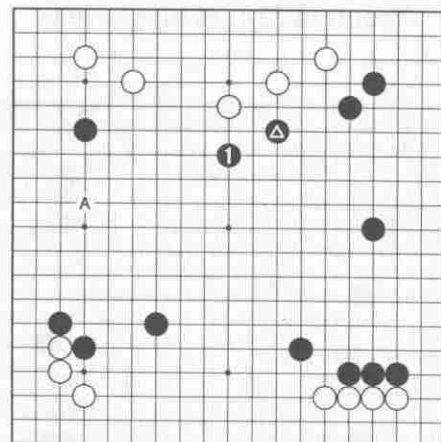
Problem 221. Answer

The extension of Black 1 is urgent. If Black neglects this move, White will peep at A. If Black B, White C–Black D–White 1, and Black's stones will be without a base.



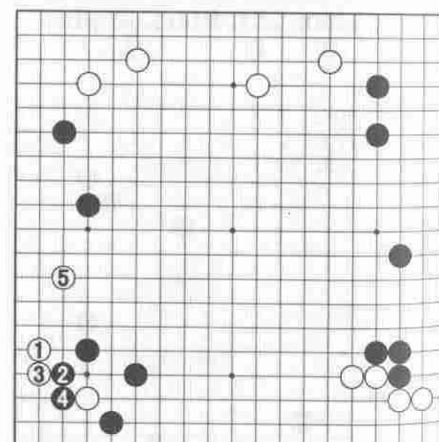
Problem 222. Answer

White's stones on the left are without a base, so linking up with White 1 is urgent. White can now aim at Black's stones with A or B. If White plays elsewhere, Black C, forcing White D, isolates White's stones.



Problem 223. Answer

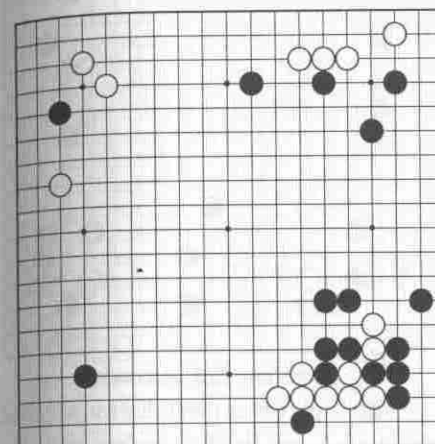
Black 1 creates a magnificent moyo that extends from the left and the right sides. If White is permitted to jump to 1, the marked stone becomes meaningless and White next threatens to invade at A.



Problem 224. Answer

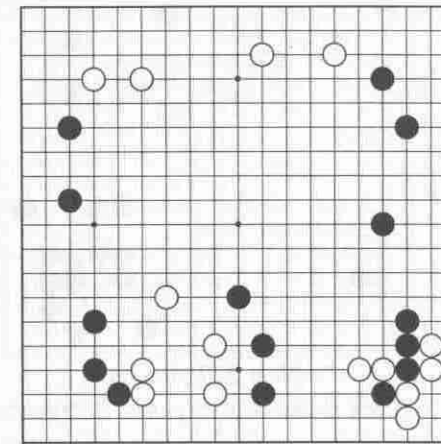
Black's moyo on the left is getting too big. White 1 is the standard way to reduce it. If Black 2, White lives with 3 and 5. If Black played 1, the corner would become secure profit.

Problem 225. Black to play



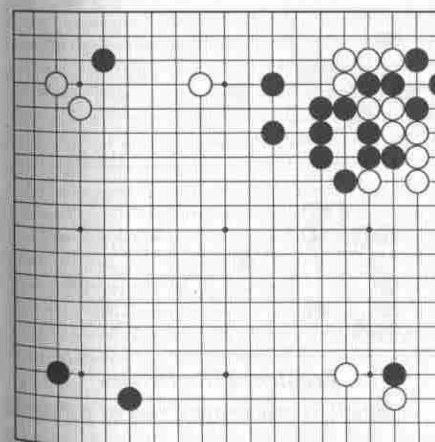
'Link up your weak stones to your strong ones!' How should Black play?

Problem 226. Black to play



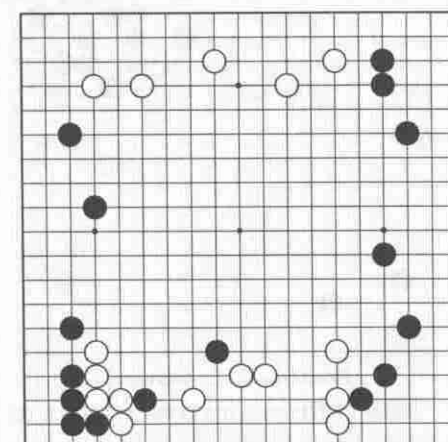
'Link up your weak stones to your strong ones!' How should Black play?

Problem 227. Black to play

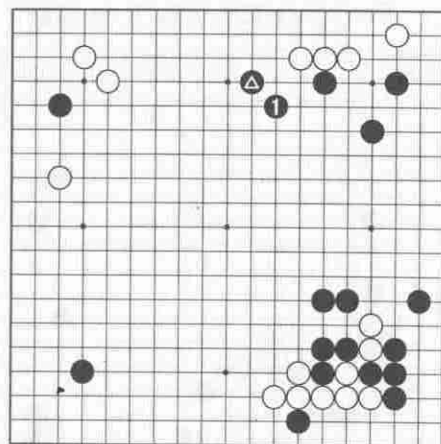


'Push back the border of your opponent's territory while expanding your own!' Where should Black play?

Problem 228. Black to play

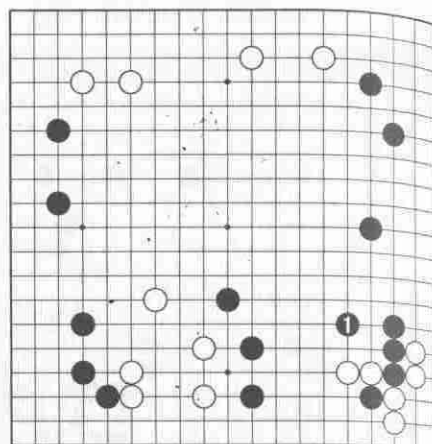


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



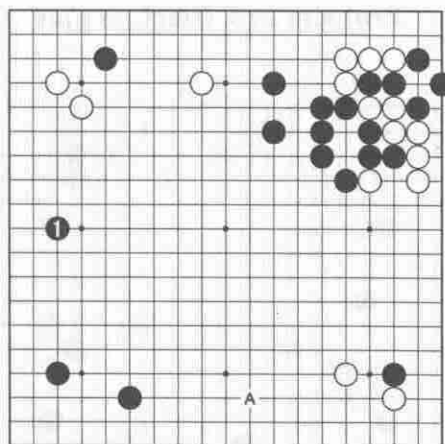
Problem 225. Answer

Black 1 has two purposes: it expands Black's moyo on the right side and links up with his weak marked stone. If White were to play on this point, he would take the initiative.



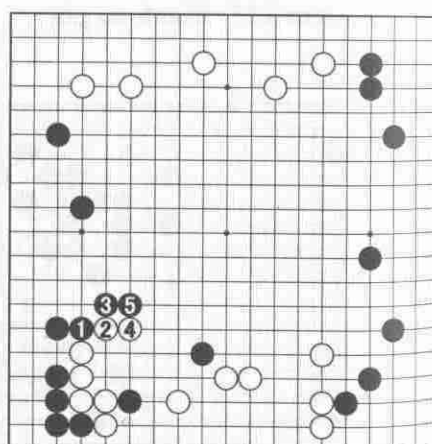
Problem 226. Answer

Black not only expands his moyo on the right with 1, but he also reaches out to his three stones on the left. Consider the difference if White were to jump to 1. No other point compares to this move.



Problem 227. Answer

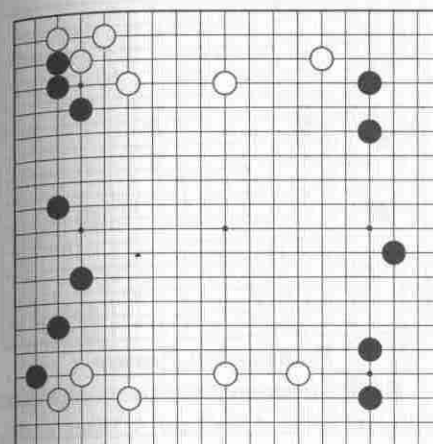
Black 1 is the most important extension on the board. Black A is also big, but it expands in the wrong direction, that is, from the small side of Black's enclosure. If Black were to omit 1, White would rush to play there.



Problem 228. Answer

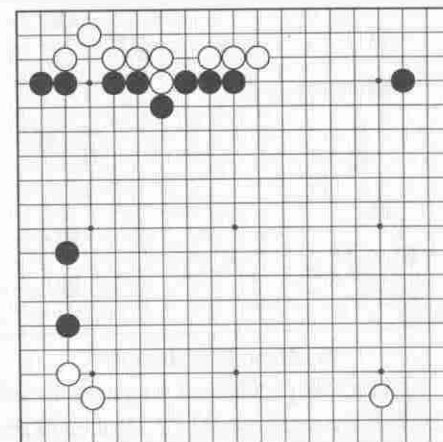
Black 1 is where the lines of influence of the black and white moyos cross. If White 2, Black plays 3 and 5, flattening White's moyo while expanding his own. If Black omits 1, White will play 3.

Problem 229. White to play



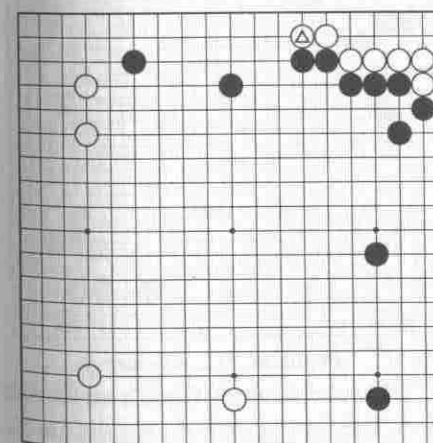
'Push back the border of your opponent's moyo, then build your own on the other side!' How should White play?

Problem 230. Black to play



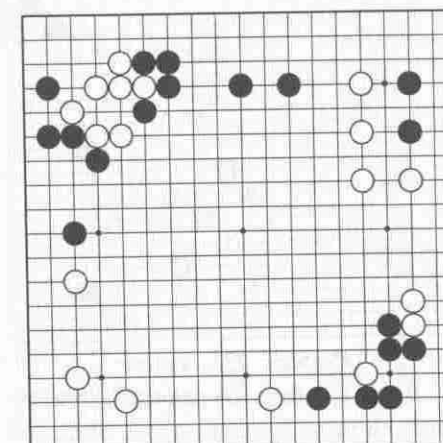
'Utilize your thickness just before your opponent will neutralize it!' Where should Black play?

Problem 231. Black to play

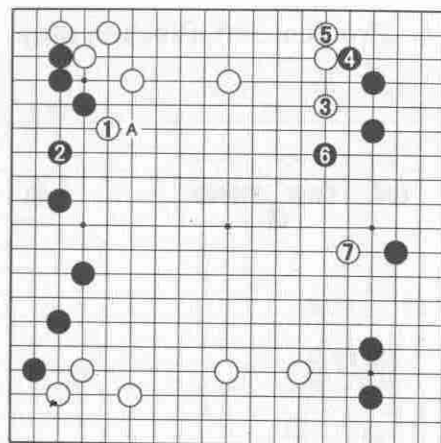


'Push back the border of your opponent's moyo and expand your own!' How should Black answer the marked stone?

Problem 232. White to play

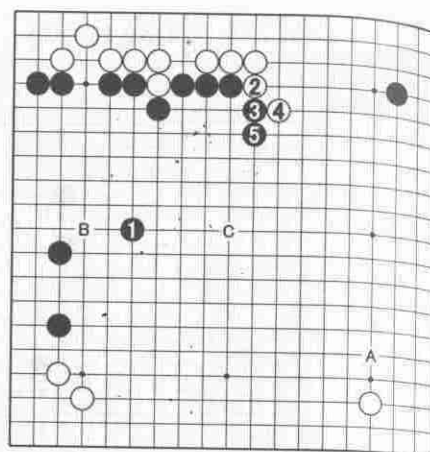


'Rob your opponent's stones of their base!' 'Attacking is the best way to secure your stones!' Where should White play?



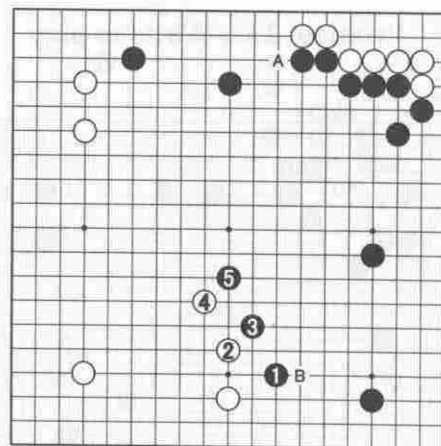
Problem 229. Answer

White keeps the black moyo on the left flat with the sente move of 1. He then jumps to 3, expanding his own moyo. If Black 6, White flattens Black's moyo with 7. If White 1 at 7, Black expands his moyo with A.



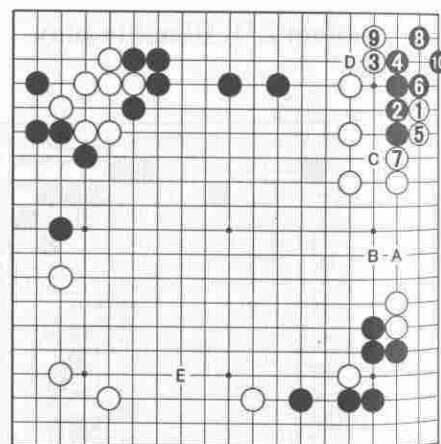
Problem 230. Answer

Black 1 is urgent, otherwise his thickness will go to waste. After 3 and 5, Black's territory is big. If Black 1 at A, White will erase at B. If Black 1 at C, White will erase with 1. Either way, Black's wall is neutralized.



Problem 231. Answer

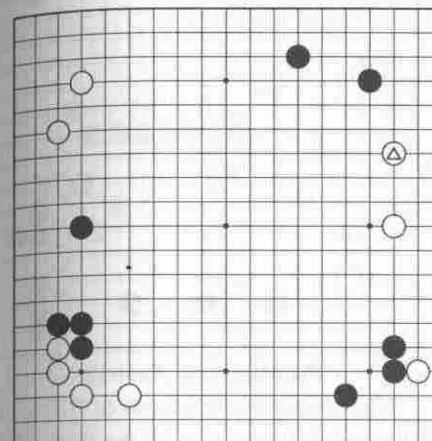
Black 1 is the vital point. If White expands his moyo by jumping to 2, Black will play 3 and 5, and his moyo is bigger and more secure than White's. If Black extends to A, White B puts a dent in Black's influence.



Problem 232. Answer

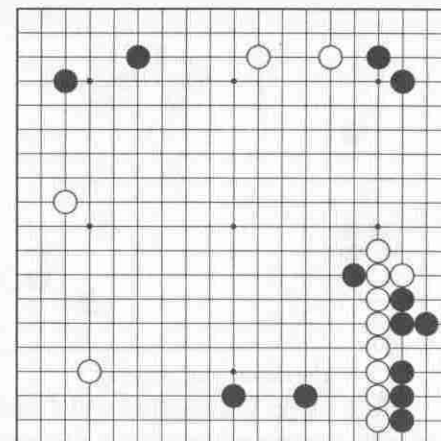
White should attack Black's stones with 1 to 5. They can live with the sequence to 10, but White becomes thick on the outside, so Black can't invade at A. If White 1 at B, Black plays C or D. If White E, Black A.

Problem 233. Black to play



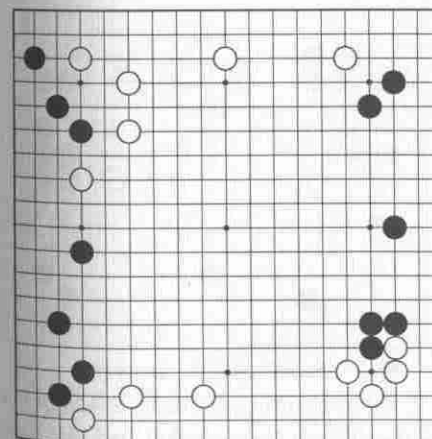
'Take territory while attacking!' How should Black answer the marked stone?

Problem 234. Black to play



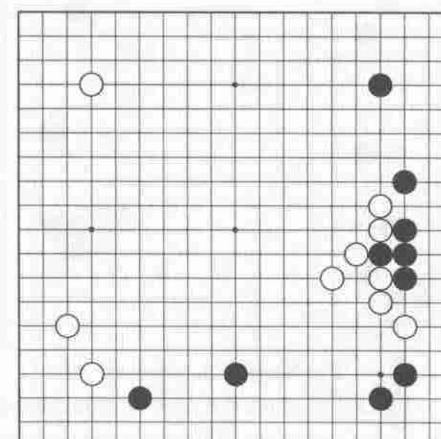
'Defend your weak stones that fall in the shadow of your opponent's thickness!' Where should Black play?

Problem 234. Black to play

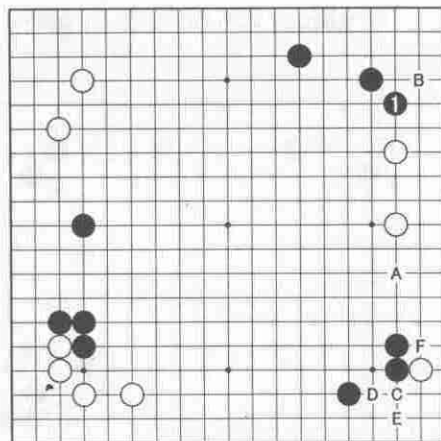


'Push back the border of your opponent's moyo while expanding yours!' How should Black play?

Problem 236. Black to play

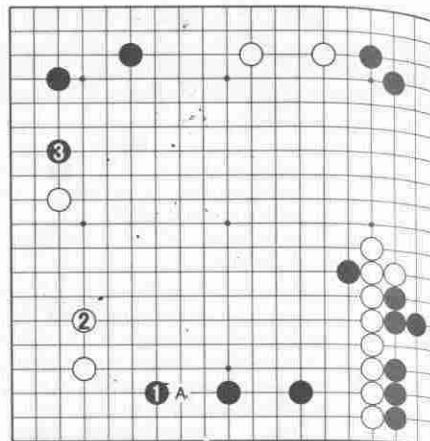


'Strengthen your position before attacking!' How should Black play?



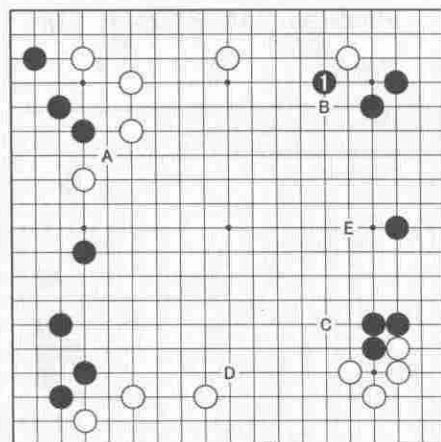
Problem 233. Answer

Black attacks White's stones with 1 while defending his corner. Black A is in the wrong direction; it induces White to slide to B. White can live in the corner with C–Black D–White E, but preventing this with Black F is too slow.



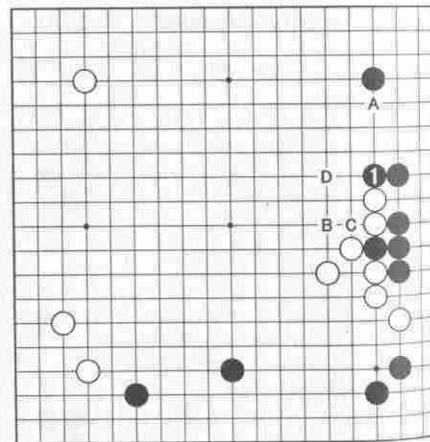
Problem 234. Answer

The two-space extension of Black 1 is big because White A, with the thick white wall on the right, would be a powerful checking extension. If White 2, Black 3 is the natural continuation.



Problem 235. Answer

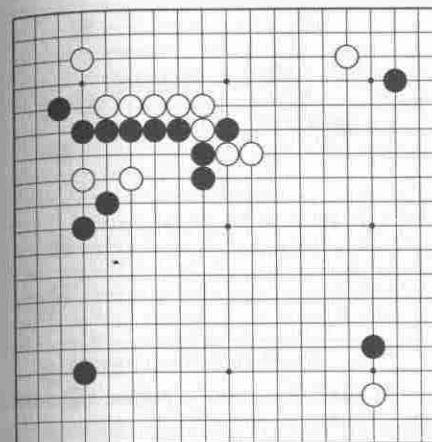
Black 1 is where the lines of influence of the two moyos cross. If Black comes out at A with 1, White will play B. If White C after 1, Black makes a shoulder hit at D. Black E is only defensive; it is too small in scale.



Problem 236. Answer

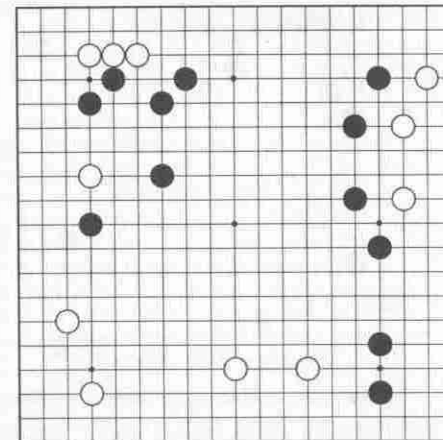
White is aiming at a nasty attachment at A, but Black 1 erases that bad aji. Next, Black aims to attack with B–White C–Black D.

Problem 237. White to play



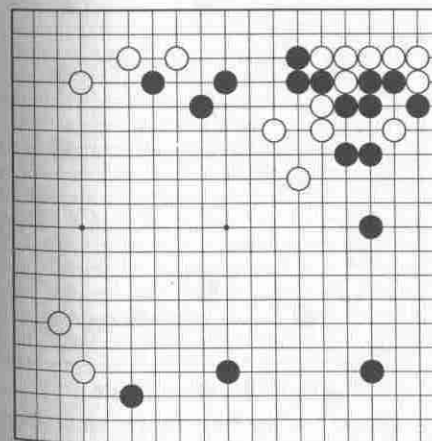
'Expand your moyo by pressing down on your opponent's stones!' How should White play?

Problem 238. White to play



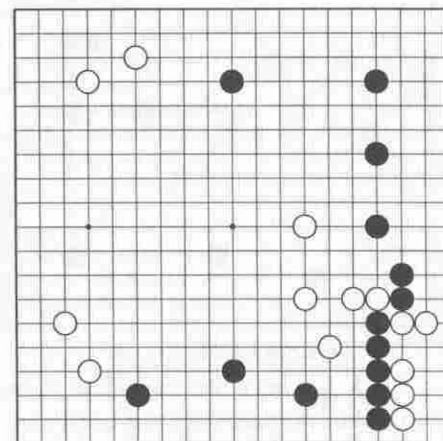
'Sacrifice your weak stones to expand your moyo!' How should White play?

Problem 239. Black to play

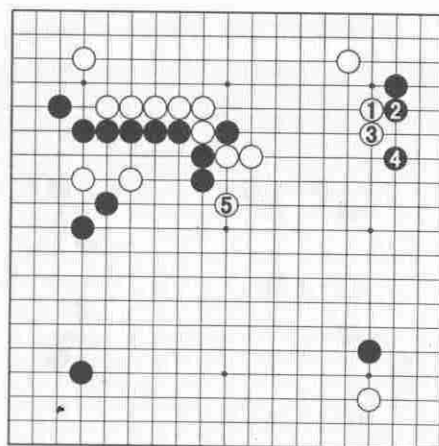


'Build up your moyo by attacking your opponent's weak stones!' Where should Black play?

Problem 240. Black to play

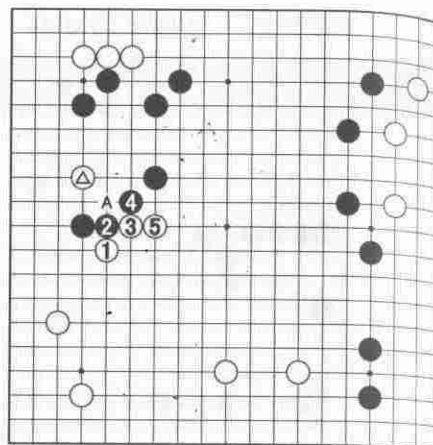


'Defend your territory just before your opponent invades!' Where should Black play?



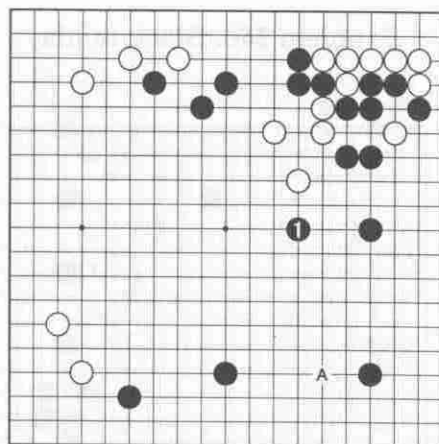
Problem 237. Answer

White first builds up his moyo by pressing down on Black with 1 and 3, forcing him to crawl along the third line. Next, White 5 keeps Black from expanding his own moyo.



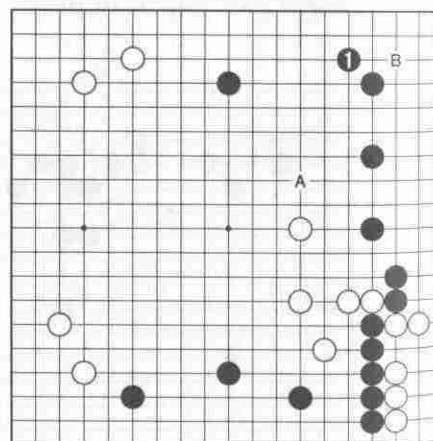
Problem 238. Answer

White 1 threatens to rescue the marked stone. Up to 5, White stakes out a huge moyo below. White 5 also aims at Black's moyo above. White A would be heavy. Black would attack White's two stones with 5, while expanding his moyo.



Problem 239. Answer

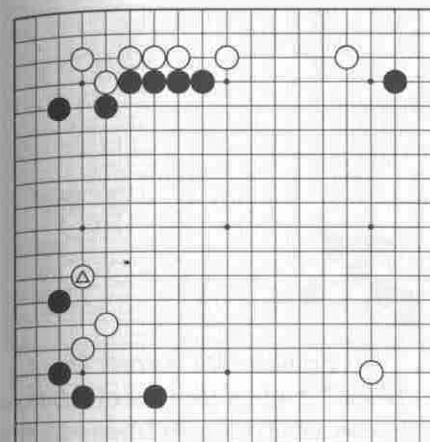
Black 1 attacks the four white stones above while expanding his moyo at the bottom. Black A is a lukewarm move — White will jump to 1 and the scale of Black's moyo is small.



Problem 240. Answer

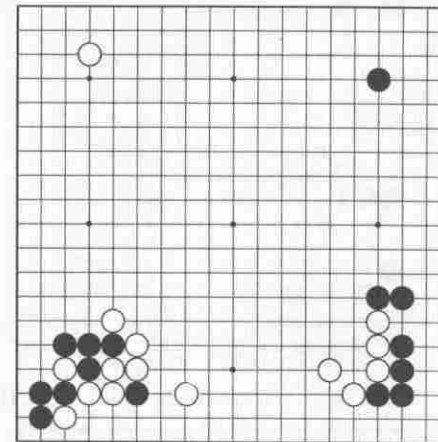
Black 1 is the best move, since it secures a large profit. In this position, attacking with Black A is not sente; White would invade the corner at B in response.

Problem 241. Black to play



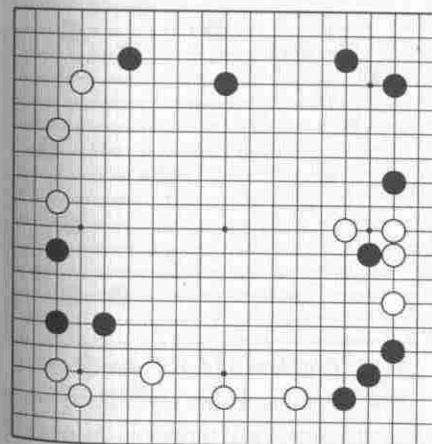
'Use your thickness to attack!' How should Black respond to the marked white stone?

Problem 242. Black to play



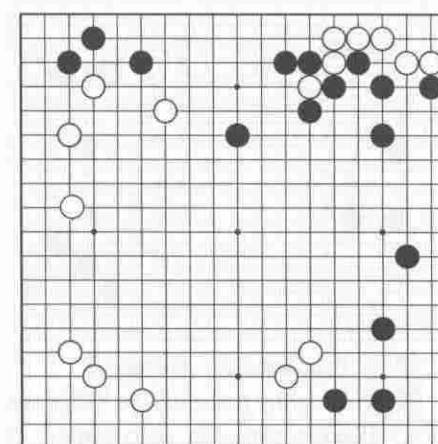
'Push back the border of your opponent's moyo and expand your own!' How should Black play?

Problem 243. Black to play

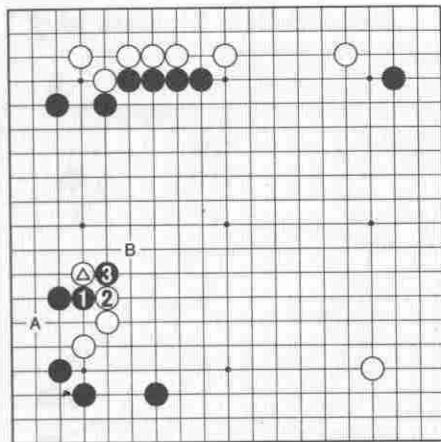


'Build up your moyo by putting pressure on your opponent!' How should Black play?

Problem 244. Black to play

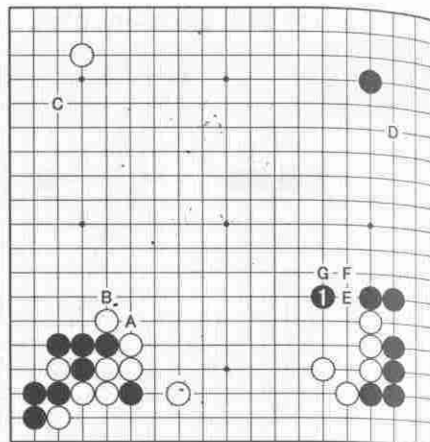


'Expand your moyo while threatening your opponent's weak stones!' Where should Black play?



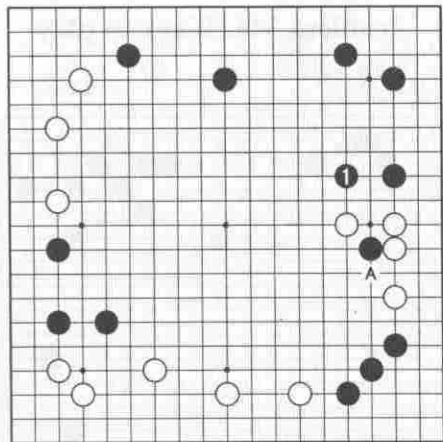
Problem 241. Answer

Black splits White's stones with 1 and 3. If White rescues his marked stone, his stones below will suffer. If he saves the three below, Black will build a moyo on the left. Black 1 at A is small in scale. White B makes light shape.



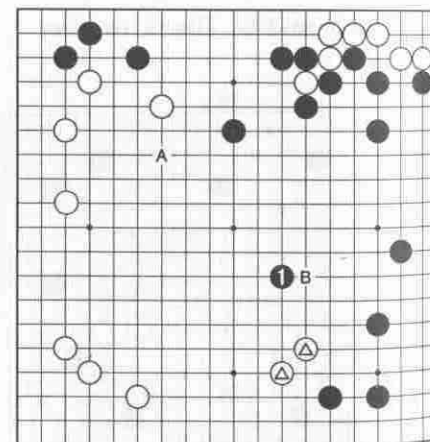
Problem 242. Answer

Black 1 is where the lines of influence of the two moyos cross. If Black cuts at A with 1, White will extend to B. If Black plays 1 at C or D, White will expand his moyo with White E–Black F–White G.



Problem 243. Answer

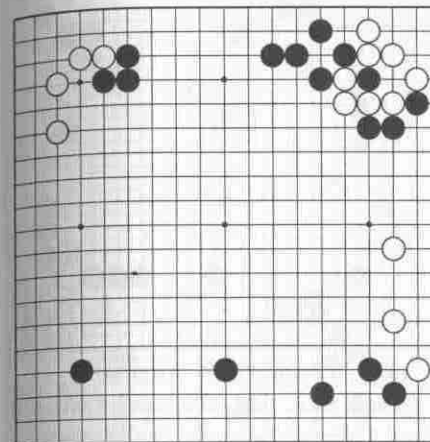
There are many points where White can invade Black's moyo. In such cases it is better to expand the moyo instead of defending it. Black 1 puts mild pressure on White's stones below by threatening to extend to A.



Problem 244. Answer

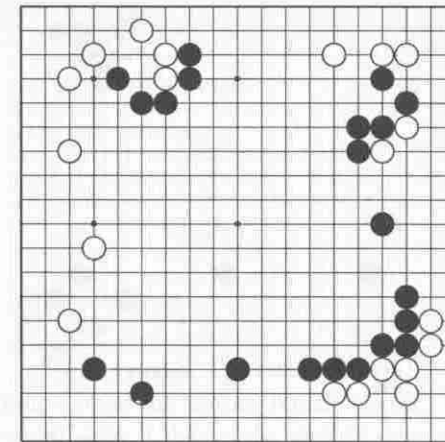
Black 1 expands his own moyo while reducing White's and threatens the marked stones below. Black A also reduces White's moyo on the left, but B is too good a point to let White have.

Problem 245. Black to play



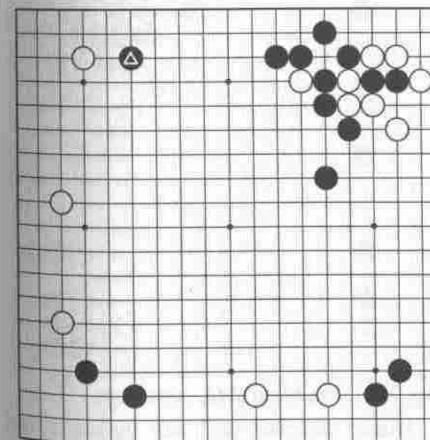
'Build influence by sacrificing your weak stones!' How should Black play?

Problem 246. Black to play



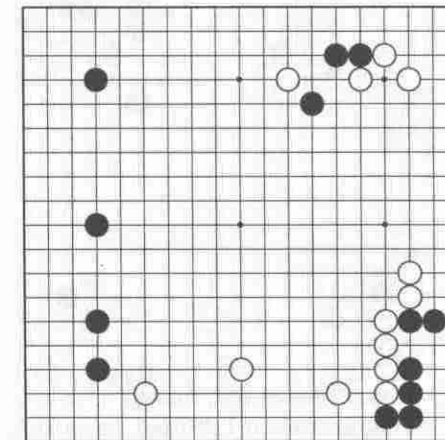
'Strengthen your weak stones by linking them up to your moyo!' How should Black play?

Problem 247. White to play

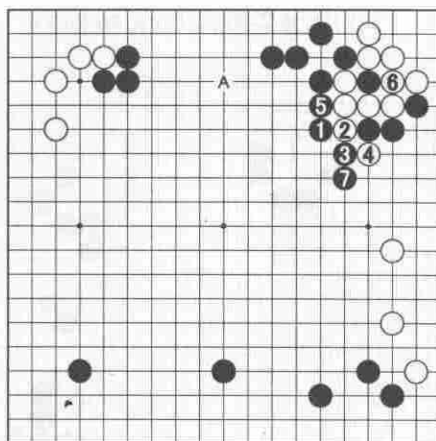


'Force your opponent to make his stones overconcentrated!' How should White answer the marked stone?

Problem 248. Black to play

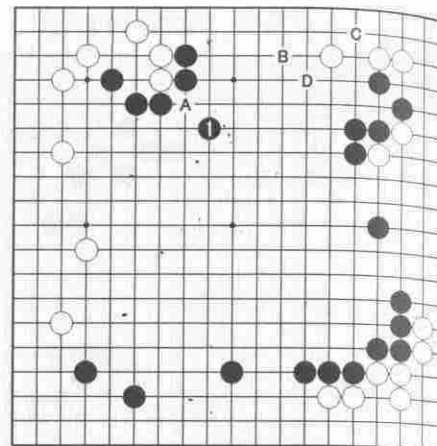


'Build a moyo by sacrificing weak stones!' Where should Black play?



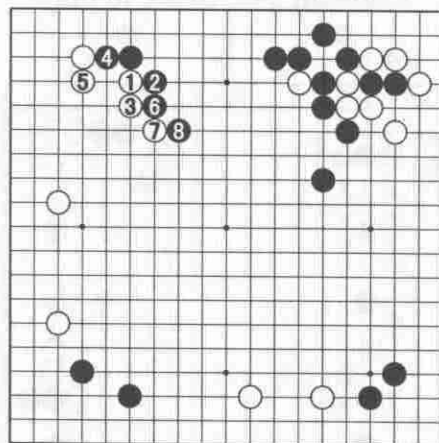
Problem 245. Answer

Black should cast a net with 1 and squeeze with the sequence to 5. After White 6, he makes good shape in the center with 7. Ordinarily, Black A would be a good point, but after the sequence to 7, Black no longer needs to defend the top.



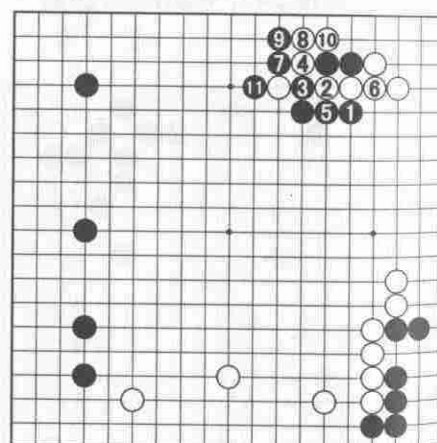
Problem 246. Answer

Black must defend against a cut at A. Black 1 is much better than connecting at A because this move reaches out into the center and contributes to Black's vast moyo. Black 1 at B aims at C, but White breaks into Black's moyo with D.



Problem 247. Answer

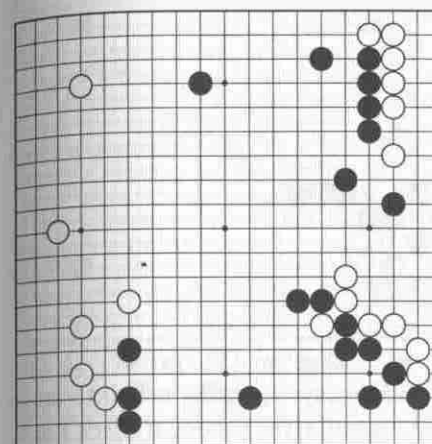
White attaches at 1. If Black hanes at 2, White extends to 3. After Black 8, White's moyo is quite big, but Black's stones at the top are overconcentrated.



Problem 248. Answer

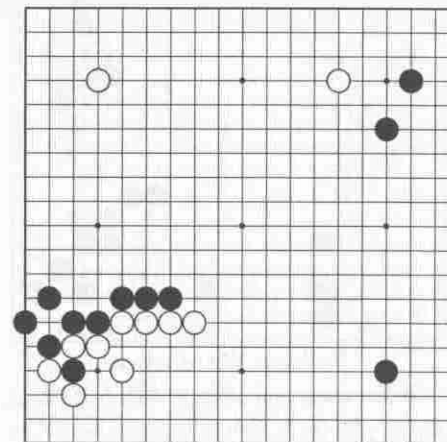
Black attaches at 1 and makes a vast moyo by sacrificing two stones with the sequence to 11. White's prospects for making a moyo on the right side are destroyed.

Problem 249. White to play



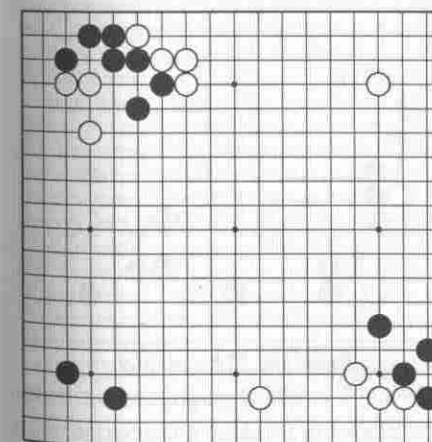
'Make a base for your weak stones!' Where should White play?

Problem 250. Black to play



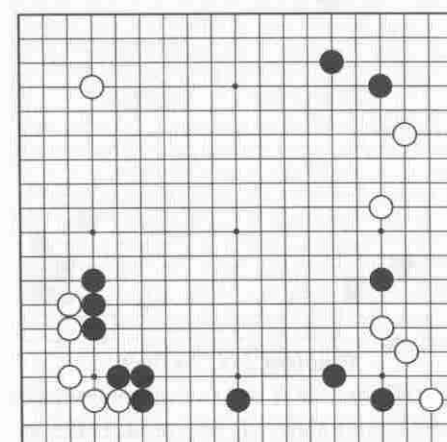
'Extend as far as possible from your thickness!' Where should Black play?

Problem 250. White to play

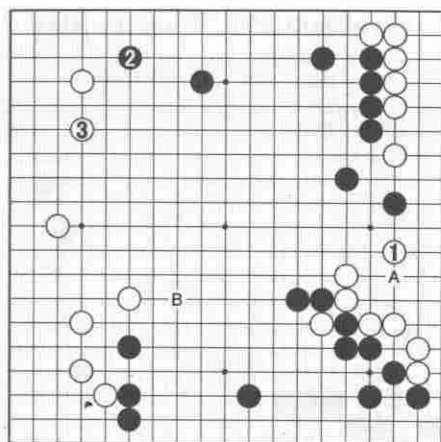


'Secure a base for your stones!' 'Push back the border of your opponent's territory!' Where should White play?

Problem 252. White to play

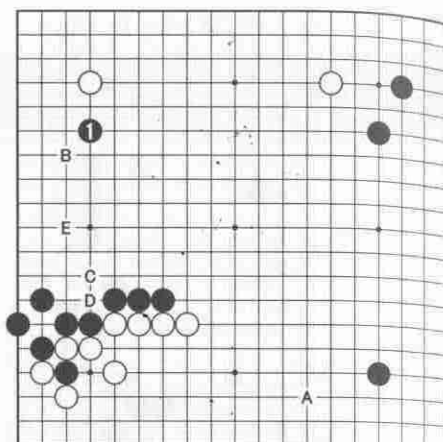


'Push back the border of your opponent's moyo and expand your own!' Where should White play?



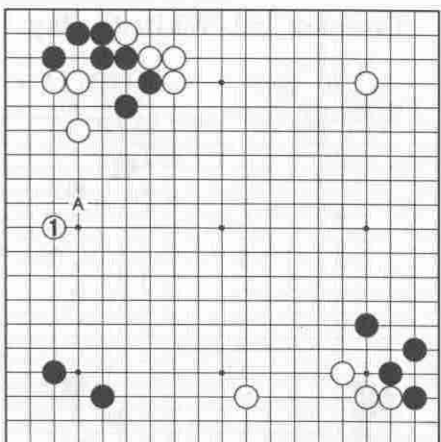
Problem 249. Answer

White must make shape with 1. If Black were to play at A, White's stones would be eyeless, drifting within Black's sphere of influence. Next, Black exchanges 2 for White 3. White 1 at B is big, but White 1 is urgent.



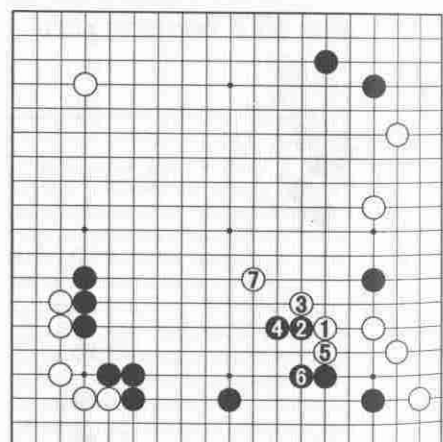
Problem 250. Answer

Black plays 1, aiming to build a moyo with his wall at the bottom. If Black 1 at A, White will play B. Later, he can aim at C—Black D—White E.



Problem 251. Answer

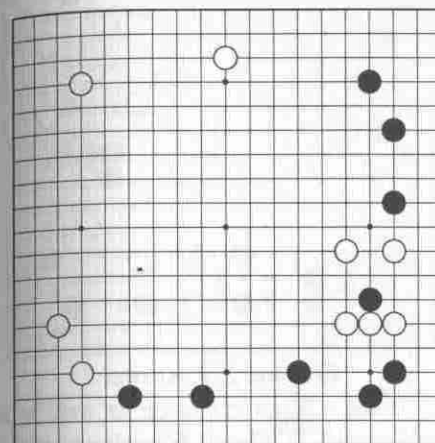
White 1 is a big extension from his three stones above. It also reduces the influence of Black's enclosure below. If White omits this move, Black will attack the white stones above with A.



Problem 252. Answer

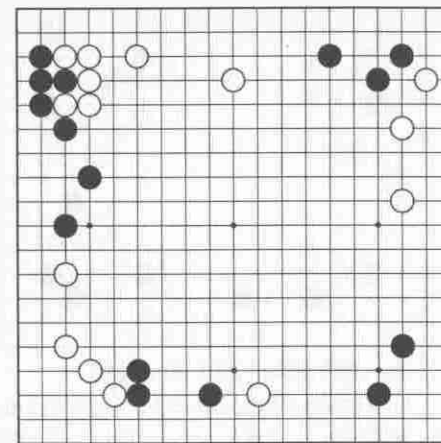
White 1 is a dual-purpose move: it prevents Black from making a large-scale moyo and it isolates the black stone on the right. After 7, White has flattened Black's moyo at the bottom and built his own on the right side.

Problem 253. Black to play



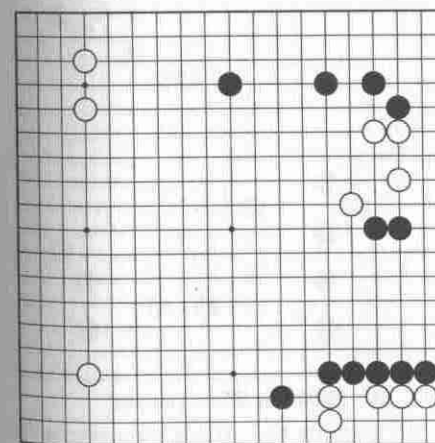
'Establish a position within your opponent's sphere of influence!' 'Open up virgin territory!' Where should Black play?

Problem 254. Black to play



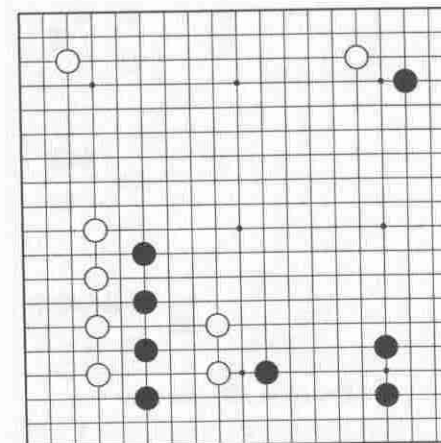
'Rob your opponent's stones of their base!' Where should Black play?

Problem 255. Black to play

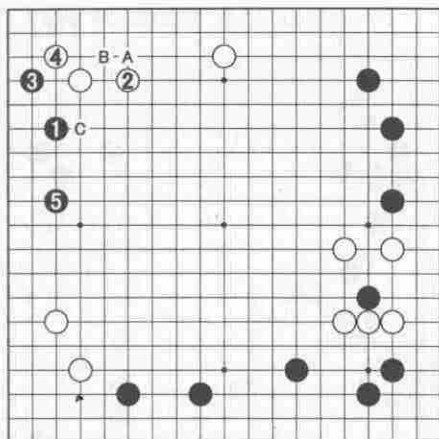


'Expand your moyo while attacking!' Where should Black play?

Problem 256. Black to play

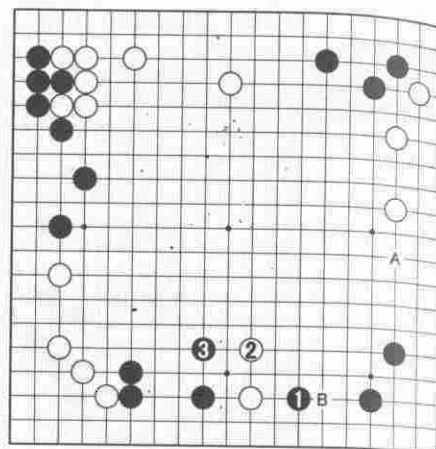


'In a running fight, take control of the center!' Where should Black play?



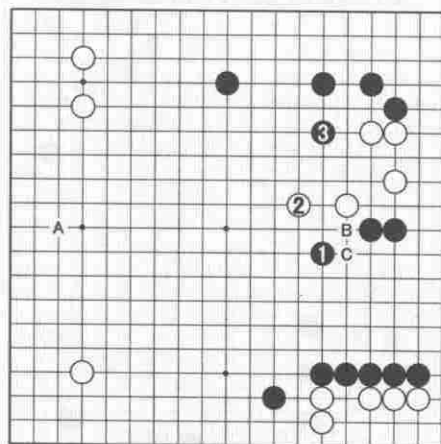
Problem 253. Answer

Not many stones have been played on the left side, so this is where Black should focus his attention. Black secures a position there with the sequence to 5. Black 1 at A is not good. White will play B—Black 2—White C, and Black's two stones are under attack.



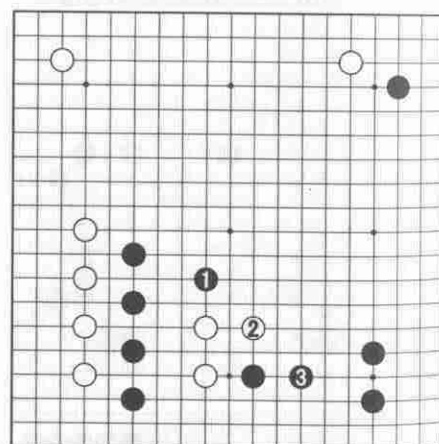
Problem 254. Answer

Black 1 is an extension as well as a strong attack. If White 2, Black keeps up the attack with 3 and strengthens his own stones. Black 1 at A is in the wrong direction; it gives White the chance to stabilize his stone at the bottom by extending to B.



Problem 255. Answer

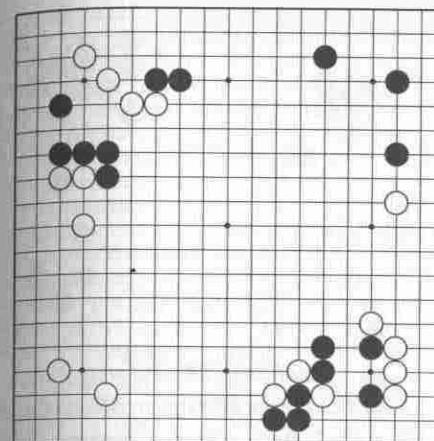
Black expands his moyo with 1 while attacking White's stones. Against White 2, Black 3 is the vital point. If Black plays 1 at A, White plays B—Black C—White 1.



Problem 256. Answer

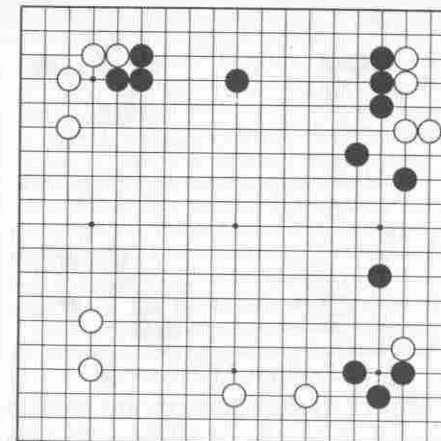
By capping at 1, Black strengthens his stones on the left while attacking White's. White escapes with 2, but this helps Black secure territory at the bottom with 3.

Problem 257. Black to play



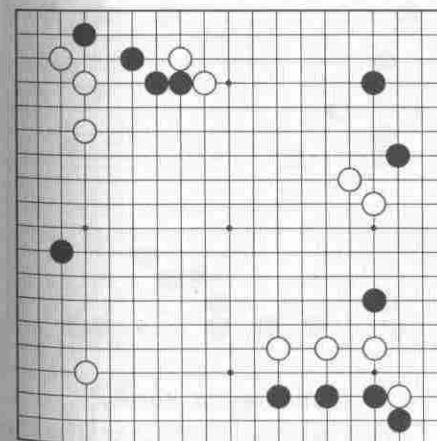
'Rob your opponent's stones of their base and make territory while attacking!' Where should Black play?

Problem 258. Black to play



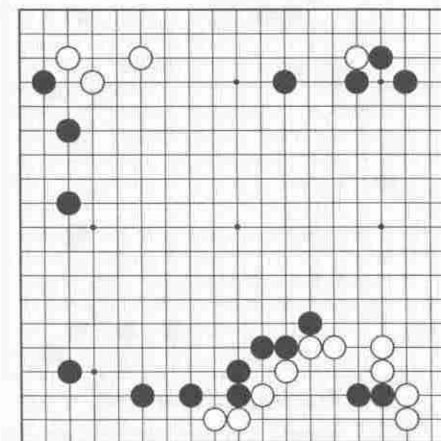
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 259. Black to play

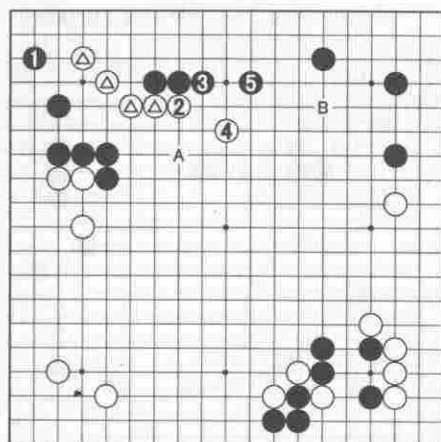


'Make a base for your weak stones!' Where should Black play?

Problem 260. White to play

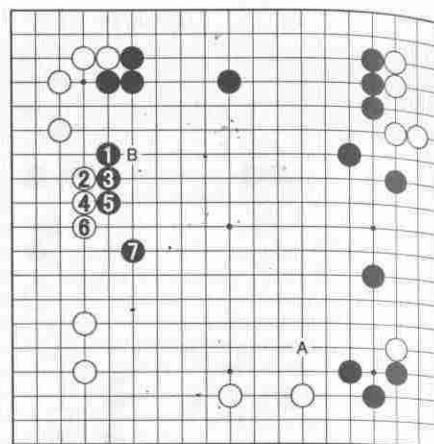


'Don't let your opponent secure his moyo!' Where should White play?



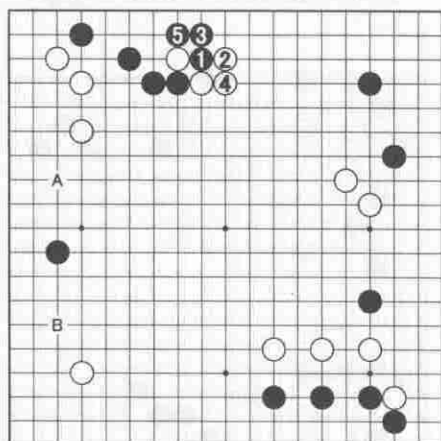
Problem 257. Answer

Black 1 takes territory and robs the marked white stones of their base. White has to run away with 2 and 4, but, in doing so, he induces Black to secure territory with 3 and 5. If Black 1 at 2, White secures his stones with 1. If Black 1 at A, White B erases Black's moyo.



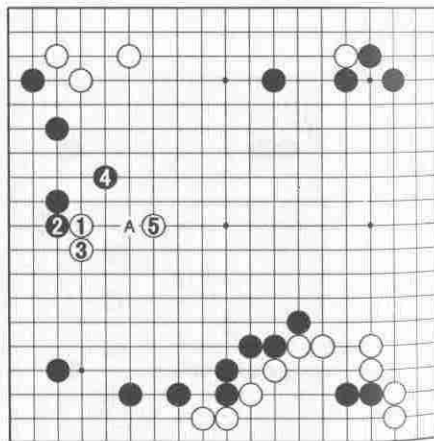
Problem 258. Answer

Black 1 compels White to defend the left side with 2, but, with the sequence to 7, Black stakes out a huge moyo in the center. Black 1 at A is in the wrong direction. White jumps to B, reducing Black's moyo and building one of his own on the left.



Problem 259. Answer

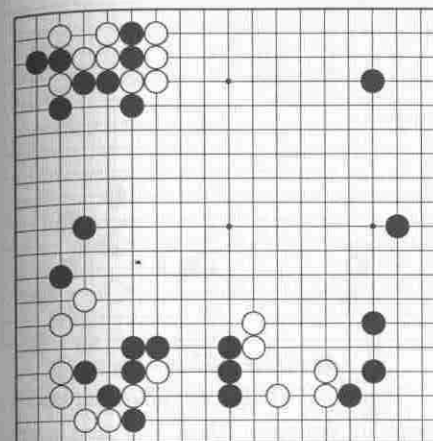
Black should cut at 1 and secure his stones at the top with the sequence to 5. Black can easily stabilize his stone on the left by extending either to A or B.



Problem 260. Answer

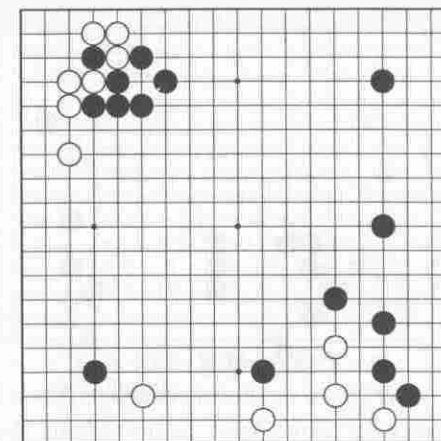
White has to make a shoulder hit at 1 before Black can secure his moyo by jumping to A. After the sequence to White 5, Black's wall at the bottom has been neutralized.

Problem 261. Black to play



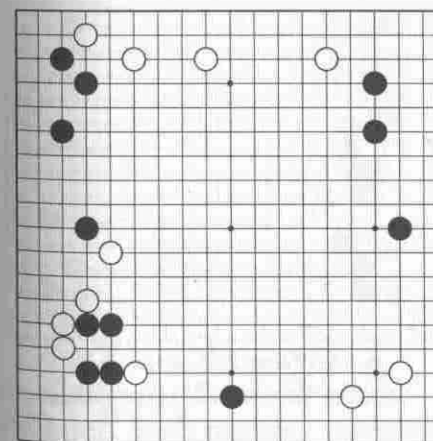
'Neutralize your opponent's thickness!' Where should Black play?

Problem 262. Black to play



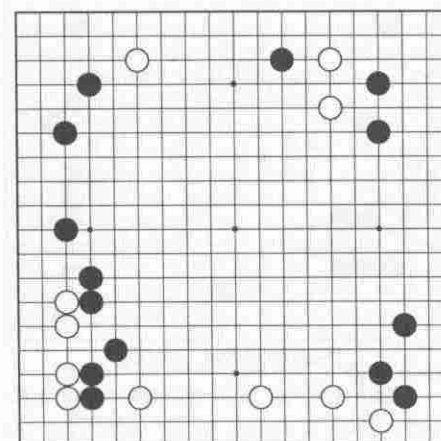
'Link up your stones into a balanced strategic framework!' Where should Black play?

Problem 263. Black to play

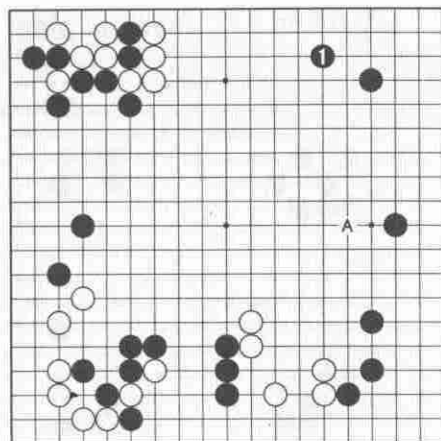


'Secure a base for your stones while denying a base for your opponent's!' Where should Black play?

Problem 264. Black to play

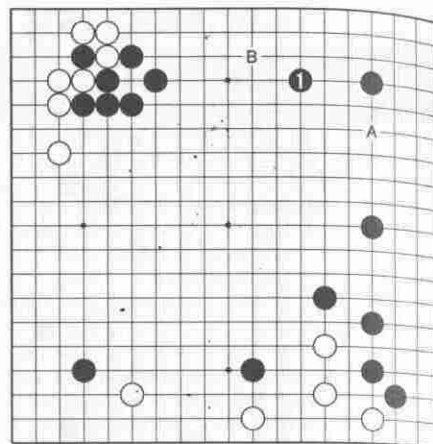


'Secure a base for your stones while attacking your opponent's stones!' Where should Black play?



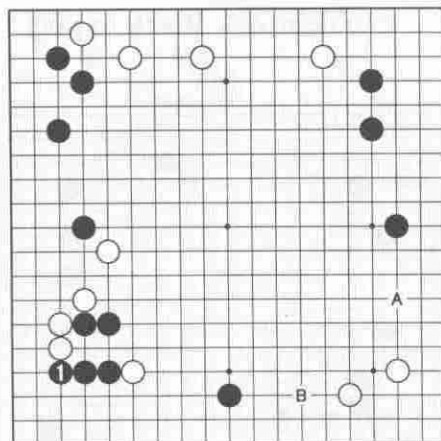
Problem 261. Answer

Making a tight enclosure with Black 1 prevents White from fully utilizing his thickness at the top left. Black A is an excellent move, but with White's thickness in place, a white approach at 1 would be ideal.



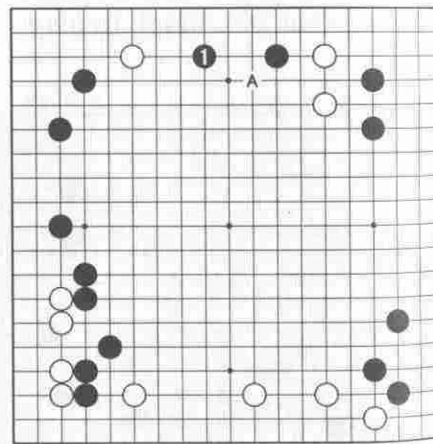
Problem 262. Answer

Black 1 is a balanced move that builds a moyo on the right. Black 1 at A is a good point, but it would leave Black with too many stones on the right. White could then establish a position at the top by playing at B.



Problem 263. Answer

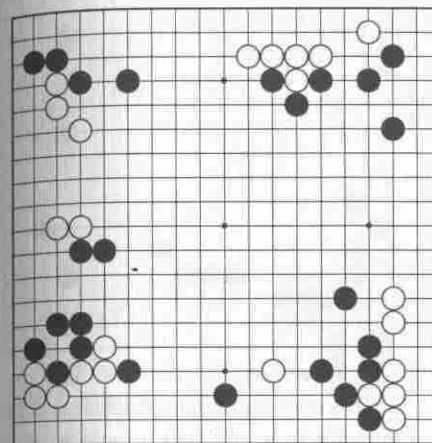
Black 1 is the vital point because it secures Black's stones while depriving the white ones there of a base. Black A and B are big extensions, but, if White played at 1, the initiative on the left would shift to White.



Problem 264. Answer

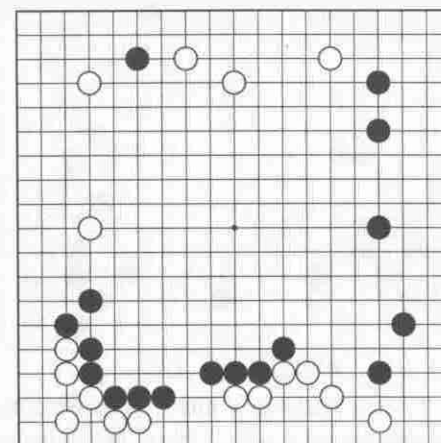
Securing your stones before attacking is an important opening principle. Here, Black secures his stone with 1 while attacking White's on the left. If White were able to play A, Black would be at a disadvantage at the top.

Problem 265. Black to play



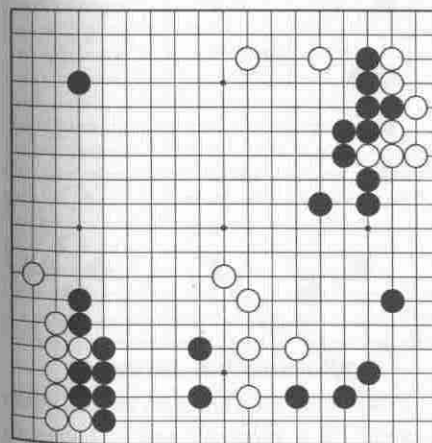
'Secure a base for your stones while threatening your opponent's!' Where should Black play?

Problem 266. Black to play



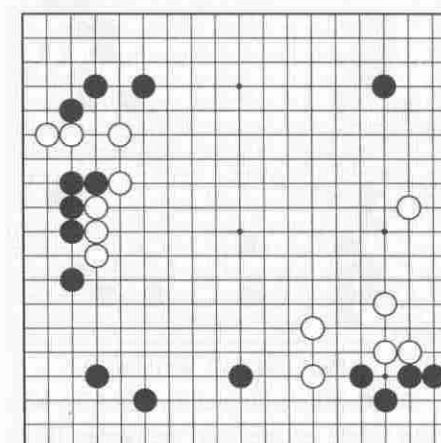
'Sacrifice weak stones to gain the initiative!' How should Black play?

Problem 267. Black to play

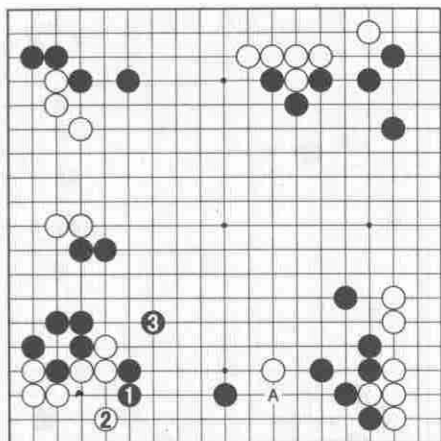


'Use your thickness to attack!' Where should Black play?

Problem 268. Black to play

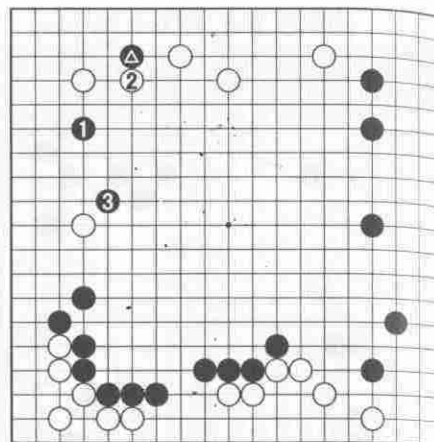


'Secure your weak stones!' Where should Black play?



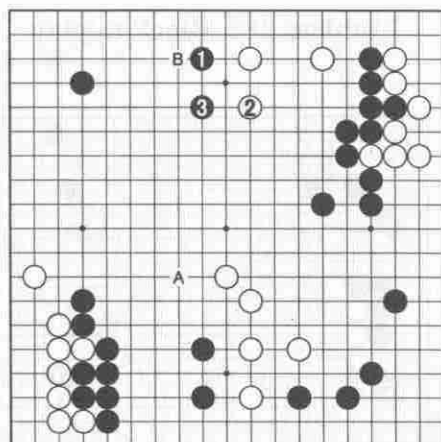
Problem 265. Answer

Black 1 attacks White's group, forcing him to secure it with 2. Next, Black naturally builds a moyo at the bottom with 3. Black's stones are now secure, so linking up with Black A is unnecessary.



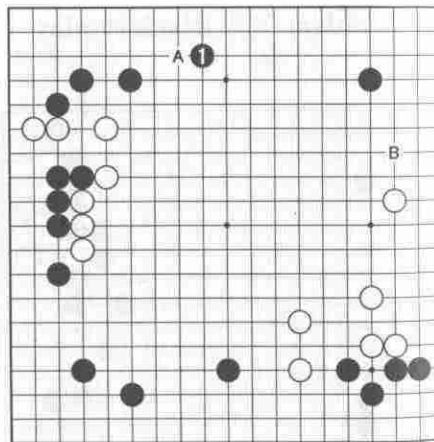
Problem 266. Answer

Black aims to utilize his thickness at the bottom with 1, sacrificing his weak marked stone at the top. White 2 is natural, but then Black 3 drives the white stone against his wall below.



Problem 267. Answer

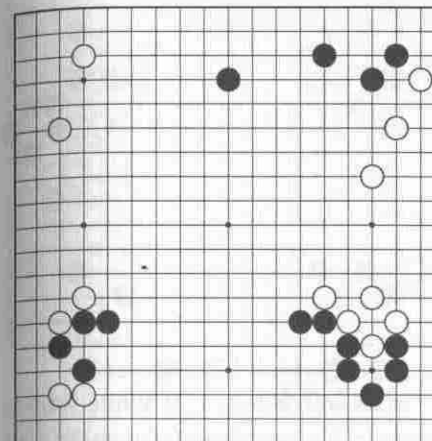
Black utilizes his wall by attacking with 1. As White escapes into the center, Black will make profit on the left. Black A is not a good attack: White's stones at the bottom can easily live. White answers with B.



Problem 268. Answer

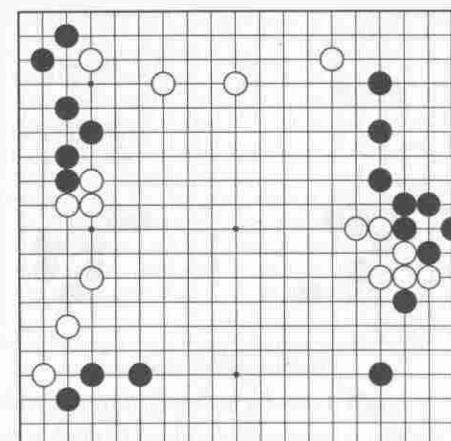
With White's thickness on the left, White A would be a powerful attack. Therefore, Black forestalls this attack with 1 while taking territory at the top. Black B is also a good move, but it is urgent that Black defend with 1.

Problem 269. Black to play



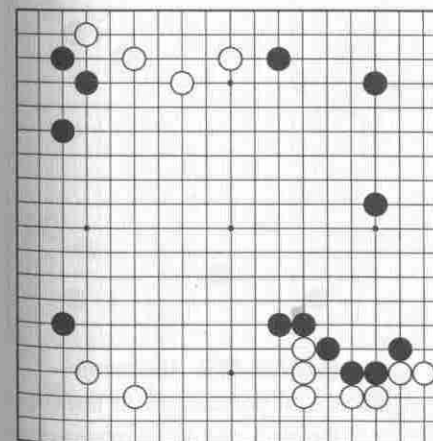
'Make territory while attacking!' Where should Black play?

Problem 270. Black to play



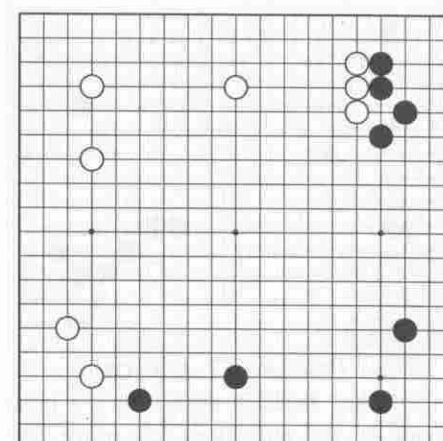
'Defend away from thickness!' Where should Black play?

Problem 271. Black to play

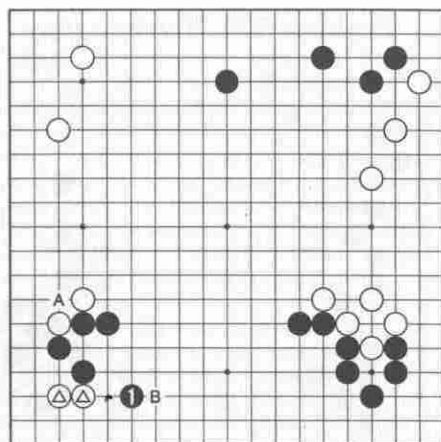


'Secure your moyo just before your opponent invades!' Where should Black play?

Problem 272. Black to play

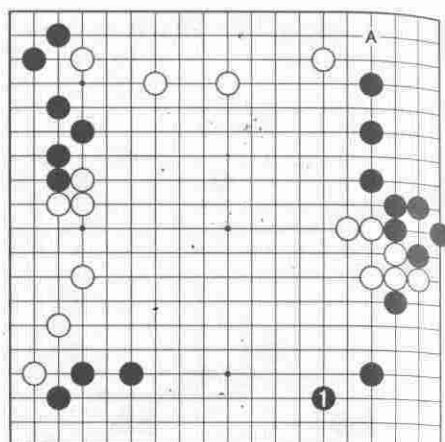


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?



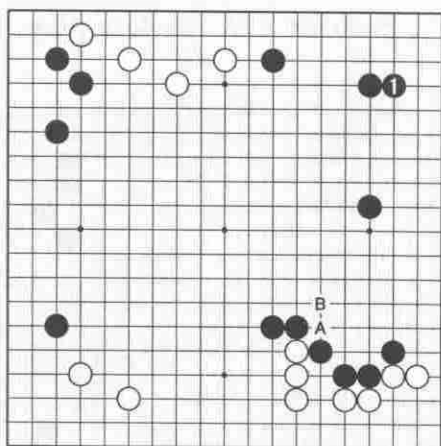
Problem 269. Answer

Black 1 attacks the marked stones while creating a moyo at the bottom. Black A is the joseki move if White has a stone at 1. He has-
n't, so Black should strike. If Black 1 at A, White B and Black can't make a moyo.



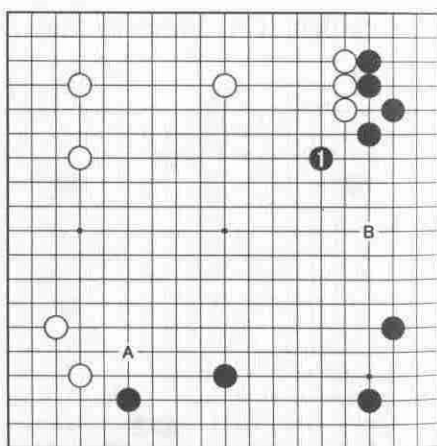
Problem 270. Answer

Black has to play 1. If White were to play here, the two black stones on the right would be in trouble because of White's thickness above. Black A is big, but Black 1 is urgent.



Problem 271. Answer

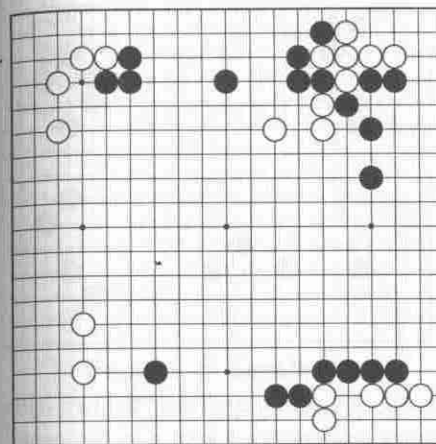
Black 1 defends against a 3-3 point invasion. Not only does this move take profit, it also strengthens Black's moyo on the right. If White cuts at A, Black will atari with B and sacrifice four stones.



Problem 272. Answer

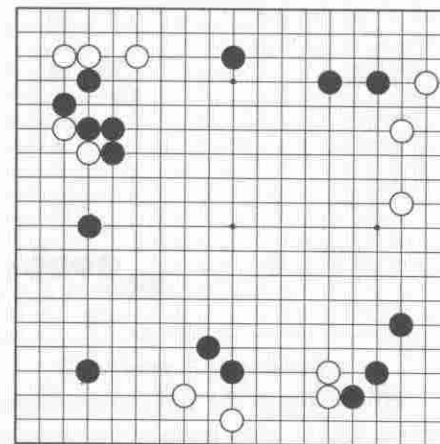
Black 1 is the point where the lines of influence of the black and white moyos cross. Black A is also a big move, but it doesn't compare to 1. Black B betrays a submissive attitude. White will respond with 1.

Problem 273. Black to play



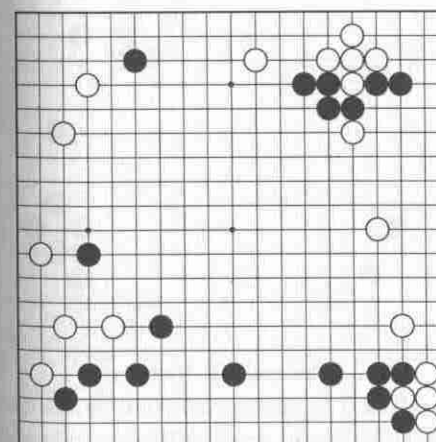
'Build up your moyo while attacking!'
Where should Black play?

Problem 274. Black to play



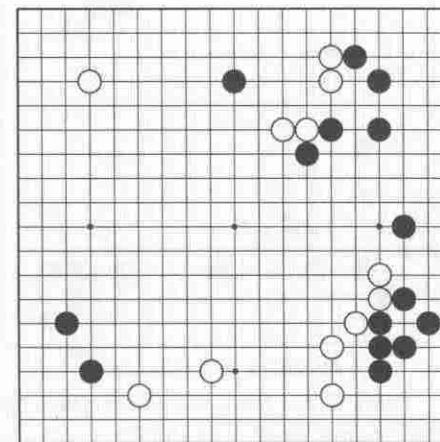
'Build up your moyo while putting pressure on your opponent's weak stones!'
Where should Black play?

Problem 275. Black to play

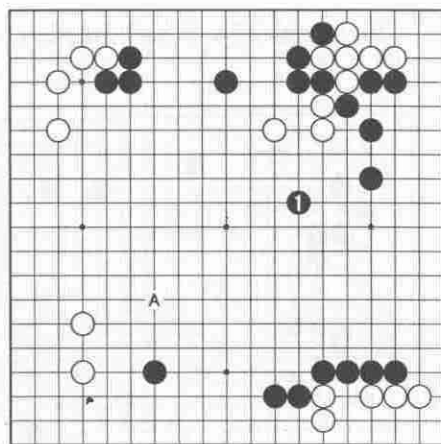


Secure a base for your weak stones!'
How should Black play?

Problem 276. Black to play

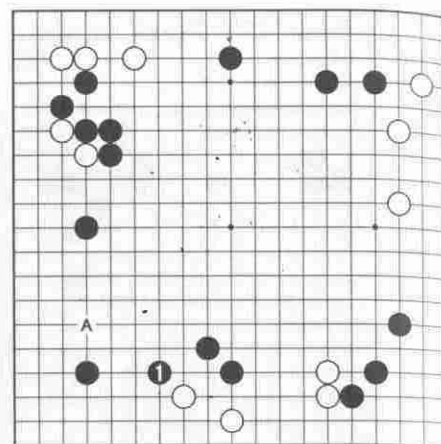


'Attack your opponent's weak stones on their vital point!' Where should Black play?



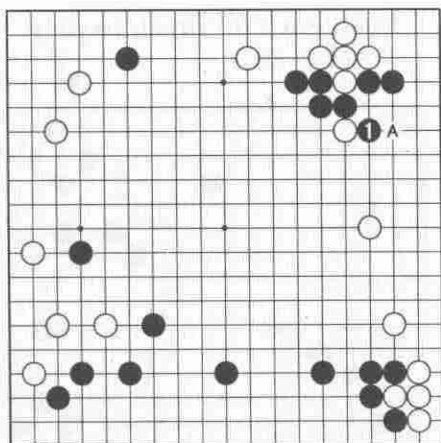
Problem 273. Answer

Black attacks the three white stones above with 1, creating a moyo together with his wall below. Black A is in the wrong direction. White will jump to 1 and neutralize Black's wall below.



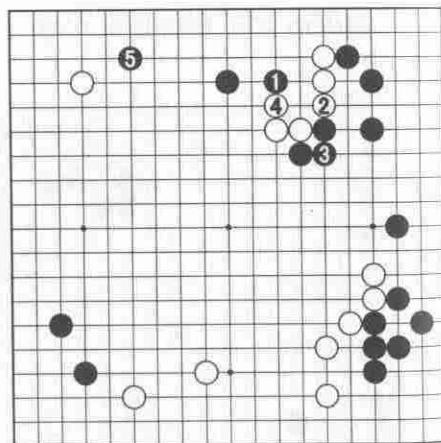
Problem 274. Answer

Black 1 puts pressure on the two white stones and creates a moyo in the center. Locally, Black A is a good move, but it doesn't put pressure on White's stones.



Problem 275. Answer

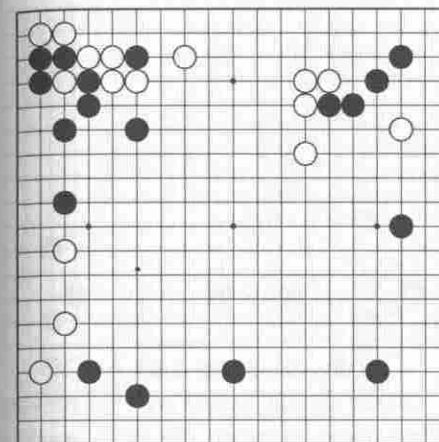
Black 1 is a thick move that gives the black stones good shape. If Black were to omit this move, White would jump down to A and the black stones would find themselves under attack.



Problem 276. Answer

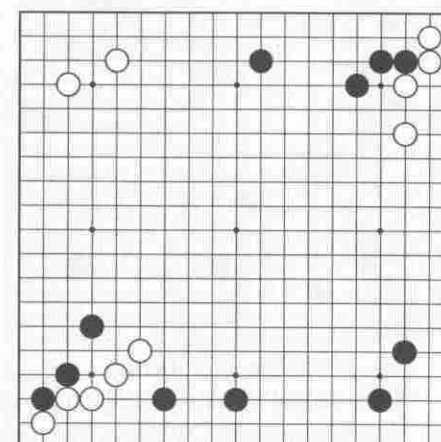
Black 1 is on the vital point. White defends with 2 and 4, enabling Black to stake out territory at the top with 5. White's stones are still under attack. If Black omits 1, White can make good shape for his stones with 1.

Problem 277. Black to play



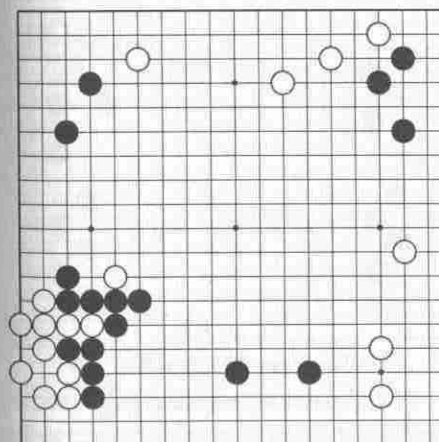
'Strengthen your stones while isolating your opponent's!' Where should Black play?

Problem 278. Black to play



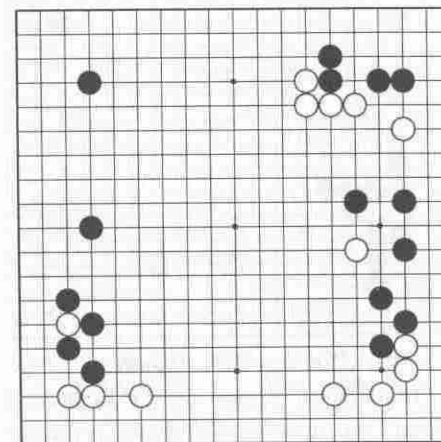
'Defend your weak stones with an extension!' Where should Black play?

Problem 279. Black to play

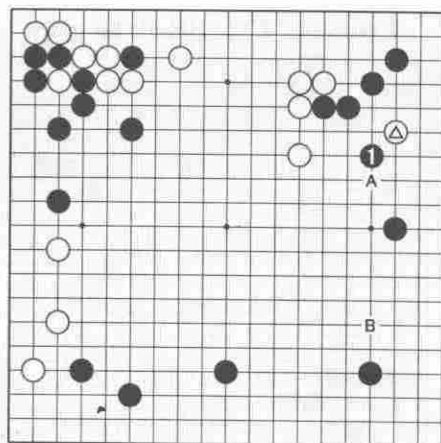


'Invade your opponent's overextended position!' Where should Black play?

Problem 280. Black to play

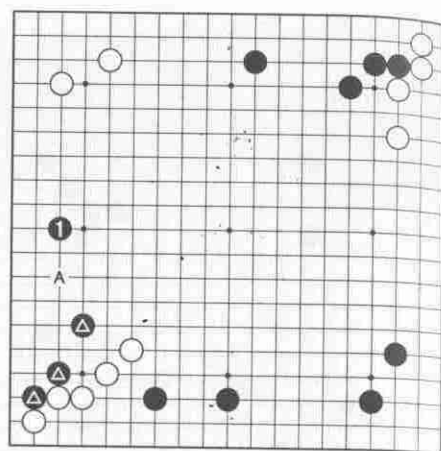


'Rob your opponent's stones of their base while securing one of your own!' Where should Black play?



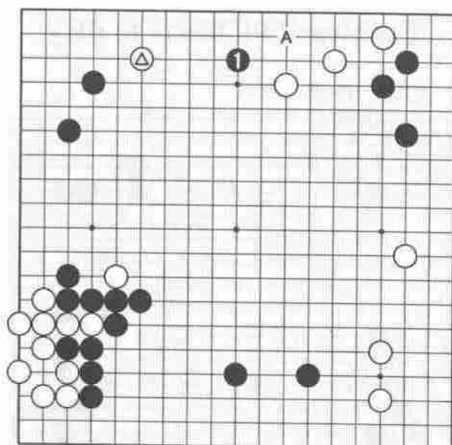
Problem 277. Answer

Black should block the escape route of the marked stone with 1. White A is too big for Black to allow. Black B is also big, but it doesn't compare to Black 1.



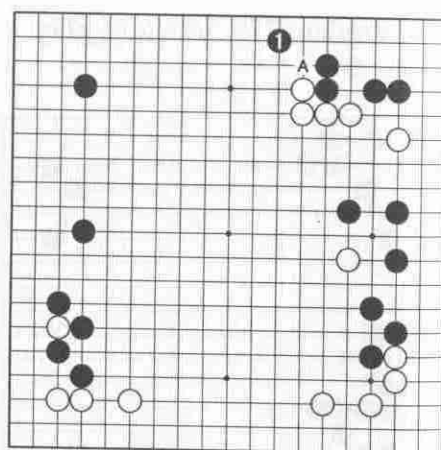
Problem 278. Answer

Black should extend to 1 to prevent White from attacking the three marked stones with A. Besides providing support for these stones, Black 1 also neutralizes White's enclosure above.



Problem 279. Answer

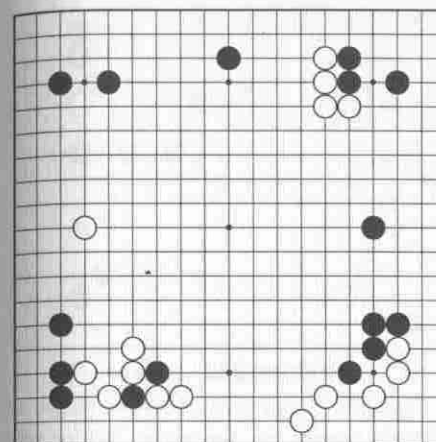
Black must invade with 1 to prevent White from securing a large territory at the top. Besides being a pincer against the marked stone, Black 1 also threatens to uproot White's three stones by sliding to A.



Problem 280. Answer

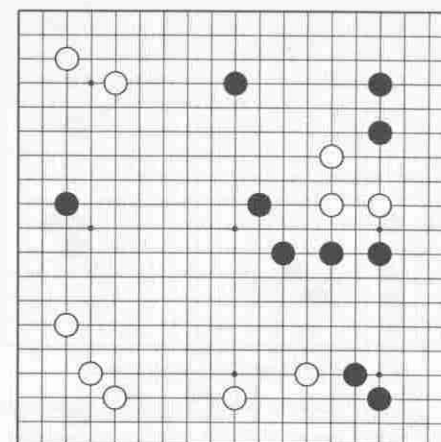
Sliding to Black 1 expands Black's corner territory and leaves White's five stones in the upper right without a base. These stones are now under attack. If Black played elsewhere, White could easily secure these stones with A.

Problem 281. Black to play



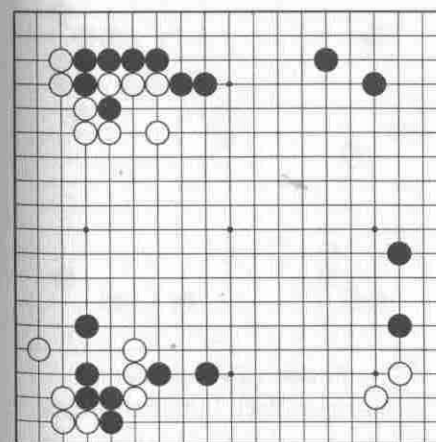
'Secure a base for your stones while attacking your opponent's!' Where should Black play?

Problem 282. Black to play



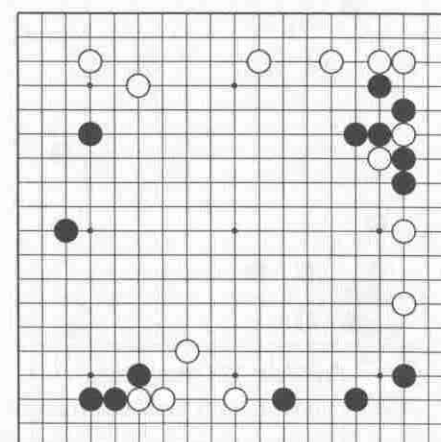
'Take away the eye shape of your opponent's stones!' Where should Black play?

Problem 283. Black to play

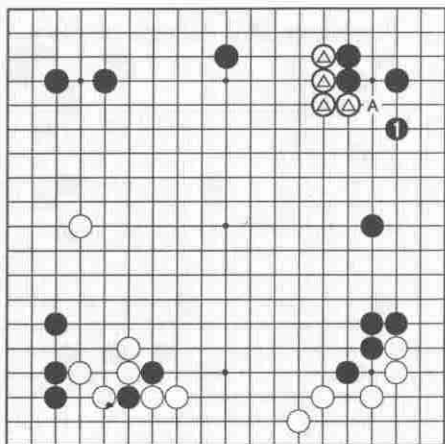


'Make a base by linking up your weak stones!' Where should Black play?

Problem 284. Black to play

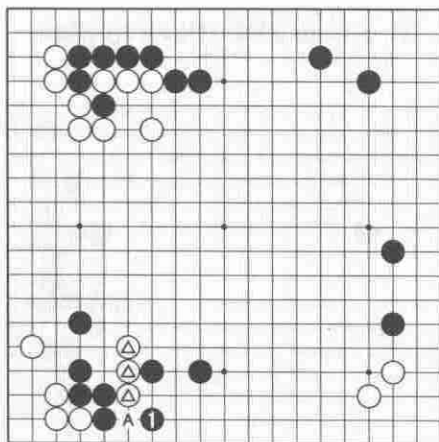


'Reinforce your territory while attacking your opponent's stones!' Where should Black play?



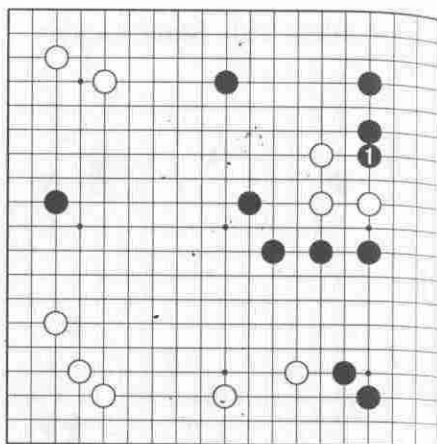
Problem 281. Answer

After Black 1, White's marked stones are without a base. If Black played elsewhere, White would play A and Black's stones in the corner would suddenly come under pressure. White could then easily make sabaki.



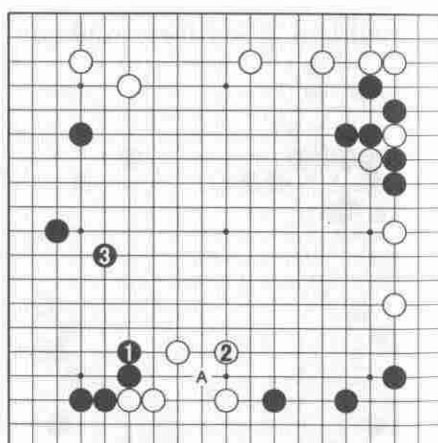
Problem 283. Answer

Black's stones at the bottom are in danger, so Black links them up with 1. The marked stones are now without a base. If Black omitted 1, White would play A and Black's stones would be split into two weak groups.



Problem 282. Answer

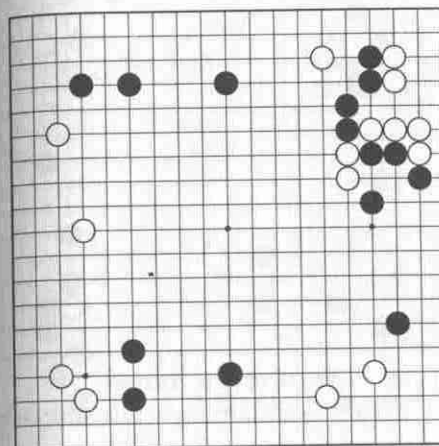
Black 1 takes away the eye shape of White's stones on the right. White will have a hard time saving these stones. If Black plays any other move, White can settle his stones by attaching at 1.



Problem 284. Answer

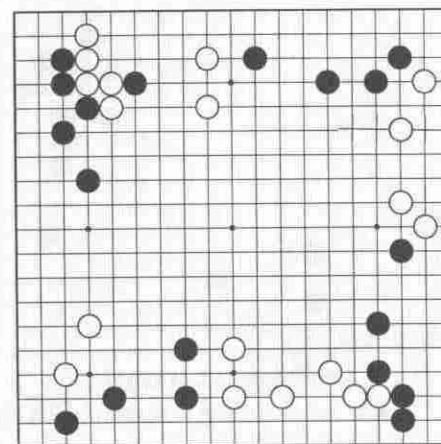
Standing at Black 1 threatens Black A, so White must defend his shape with 2. Next, Black stakes out a large territory on the lower left with 3.

Problem 285. Black to play



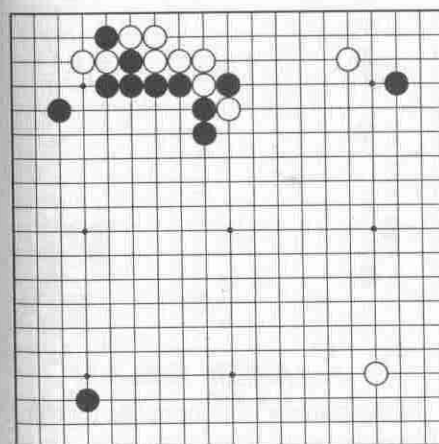
'Defend your weak stones!' Where should Black play?

Problem 286. Black to play



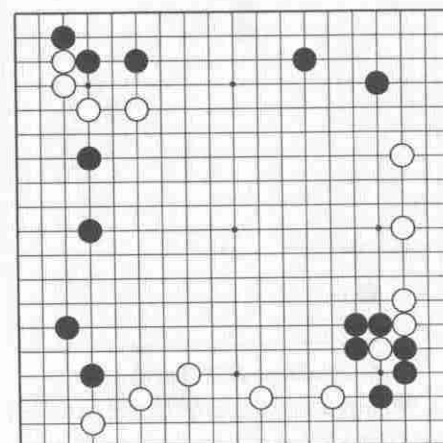
'Rob your opponent's stones of their base!' Where should Black play?

Problem 287. White to play

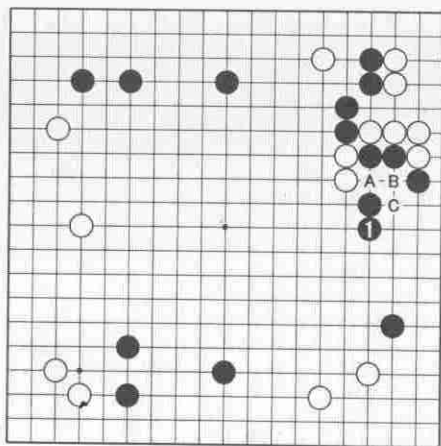


'Establish a position inside your opponent's sphere of influence!' Where should White play?

Problem 288. Black to play

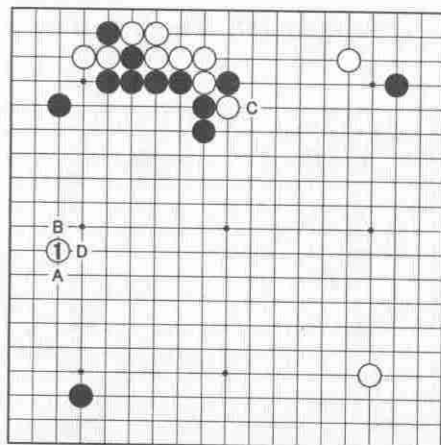


'Make a base for your stones while robbing your opponent's of theirs!' Where should Black play?



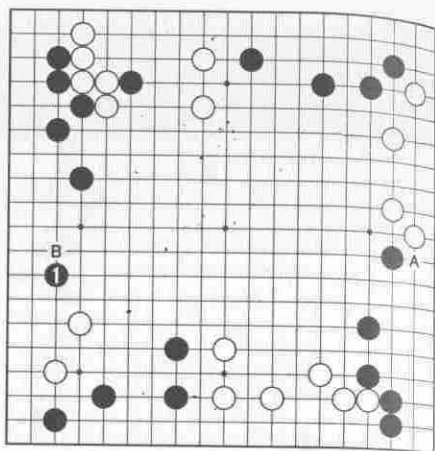
Problem 285. Answer

White is threatening to cut through with A-Black B-White C, so it is urgent that Black defend with the extension of 1. This move may seem a little tight, but it removes all of Black's bad aji around here.



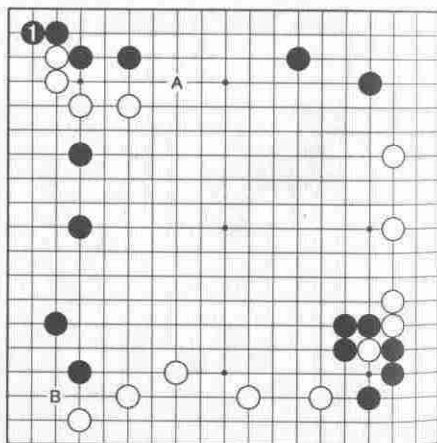
Problem 287. Answer

White must establish a presence on the left and White 1 is the perfect point because it neutralizes Black's wall above. If White A, Black B works well with Black's wall. White C is big, but Black stakes out the left side with D.



Problem 286. Answer

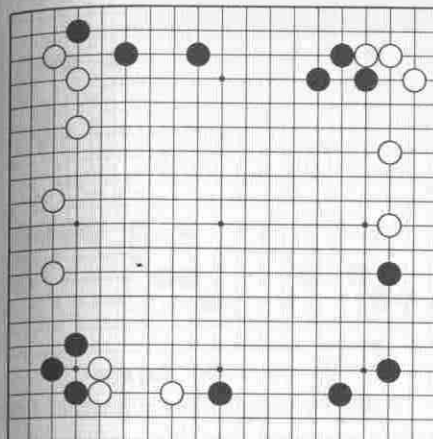
Black 1 takes territory while attacking the two white stones below. White must escape into the center, so Black will profit by attacking these stones. Black A only defends territory; White B is much bigger.



Problem 288. Answer

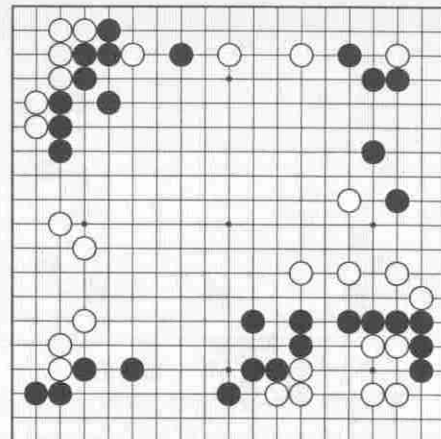
Black makes a base for his stones with 1 while taking away White's. Black A defends the top, but it is lukewarm because White can secure his stones with 1. Black B defends territory, but it isn't a threat against White's stones.

Problem 289. Black to play



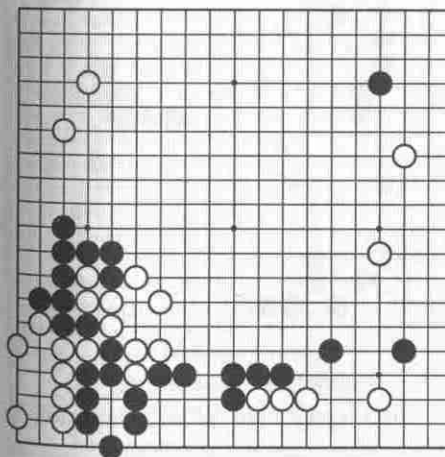
'Secure a base for your weak stones before attacking!' Where should Black play?

Problem 290. Black to play



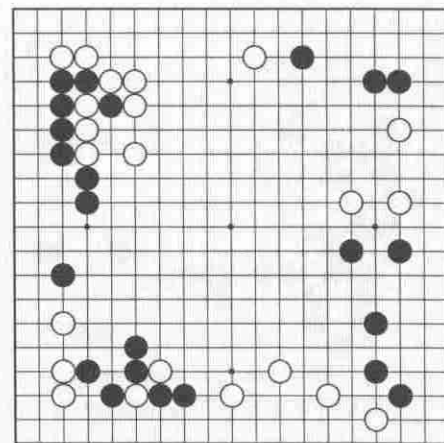
'Take away the eye shape of your opponent's stones!' Where should Black play?

Problem 291. Black to play

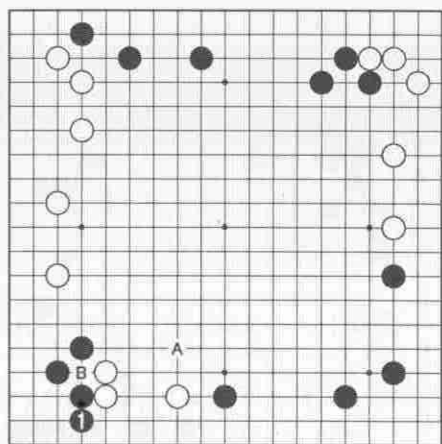


'Drive your opponent in the direction of your thickness!' Where should Black play?

Problem 292. Black to play

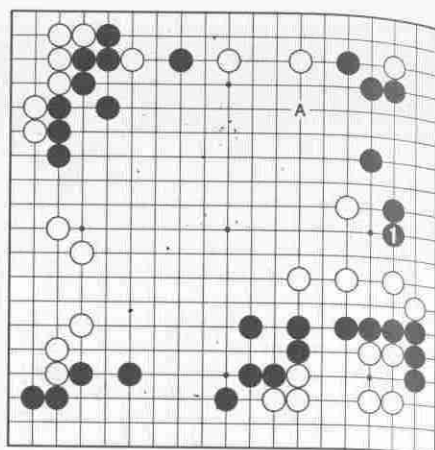


'Rob your opponent's stones of their base!' Where should Black play?



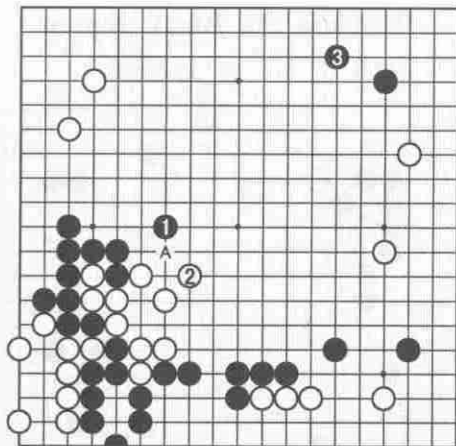
Problem 289. Answer

Black should secure his corner with 1 and wait for a chance to attack White's stones on the right. Black A is a good move, but White can push in at B, leaving two cutting points to exploit while rescuing his stones.



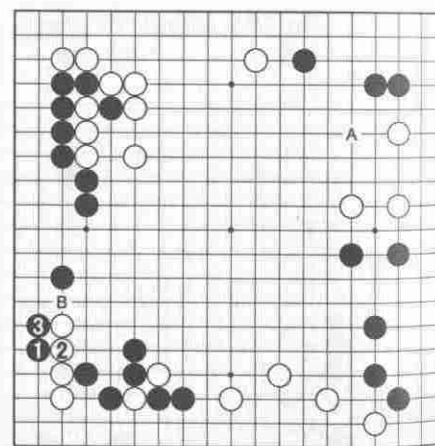
Problem 290. Answer

Black 1 prevents the white stones from making eye shape. Next, Black will look for a chance to attack, using his thick wall below. Black A is a good move, but White will attach at 1 and make sabaki.



Problem 291. Answer

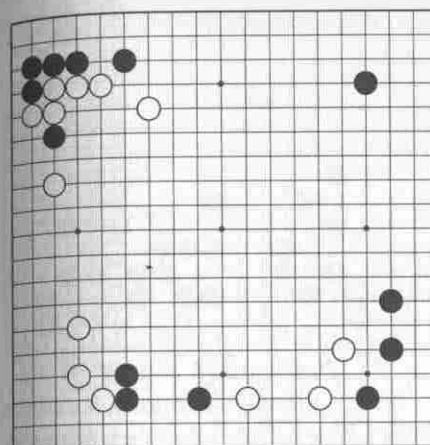
Black first forces the exchange of 1 for 2, then makes an enclosure with 3. Later, Black can take away a white eye with A and attack. If Black 1 at 3, White 1 becomes a good move.



Problem 292. Answer

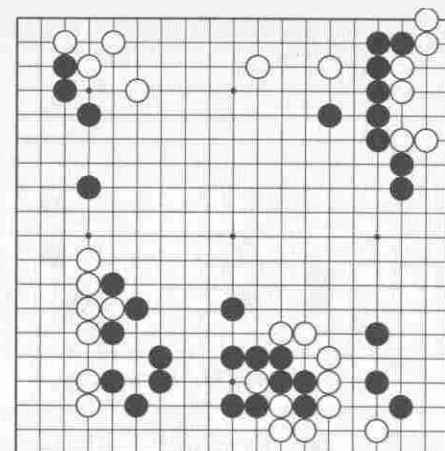
Black gouges out White's base with 1. White can only connect at 2. With 3, Black has made some profit and White's stones are still under attack. Black 1 at A is a good move, but White will defend his corner in sente with B.

Problem 293. Black to play



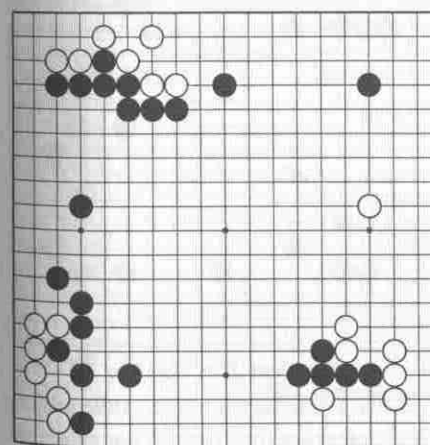
'Prepare to attack your opponent's stones by first defending your own!' Where should Black play?

Problem 294. Black to play



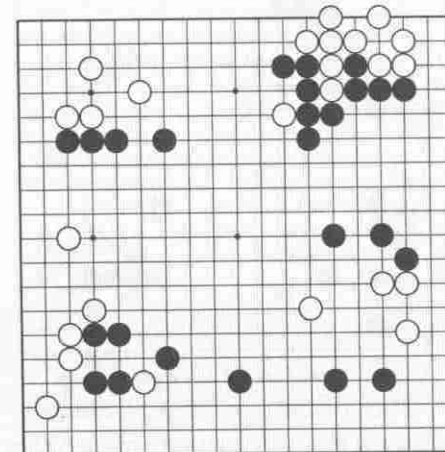
'Make a base for your stones while taking away your opponent's!' Where should Black play?

Problem 295. Black to play

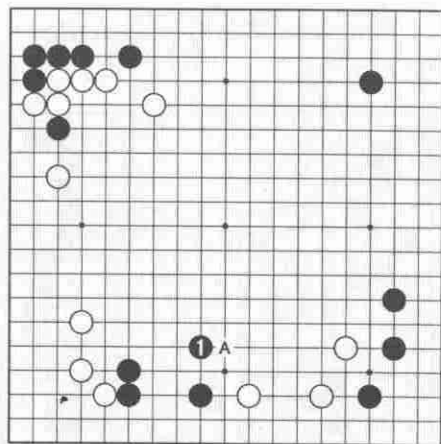


'Push back the borders of your opponent's moyo while expanding your own!' Where should Black play?

Problem 296. Black to play

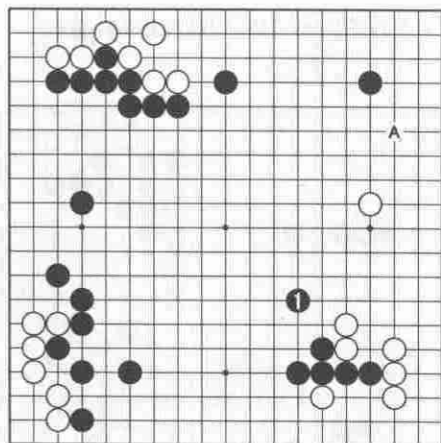


'Rob your opponent's stones of their base, then attack!' Where should Black play?



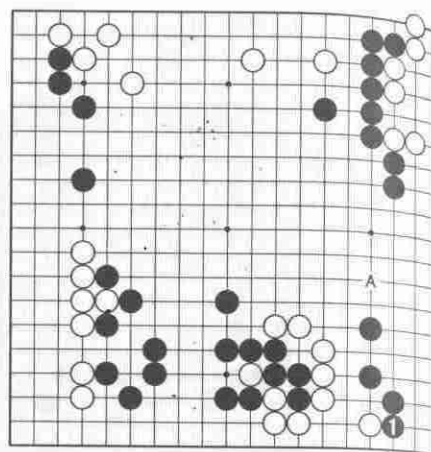
Problem 293. Answer

It is urgent that Black reinforce his stones at the bottom with 1. The white stones on the right are now vulnerable. If Black plays any other move, White will attack with A.



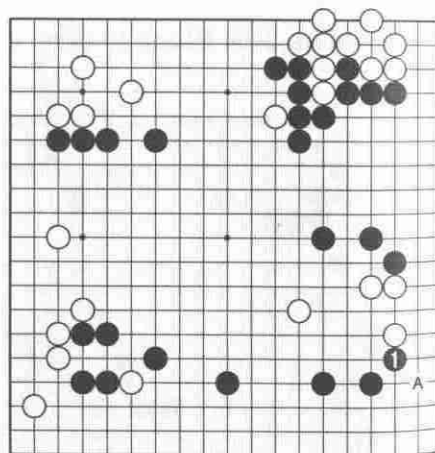
Problem 295. Answer

Black 1 is the point where the lines of influence of the black and white moyos cross. The difference would be big if White were to play this point. Black A is also a good point, but it doesn't compare with Black 1.



Problem 294. Answer

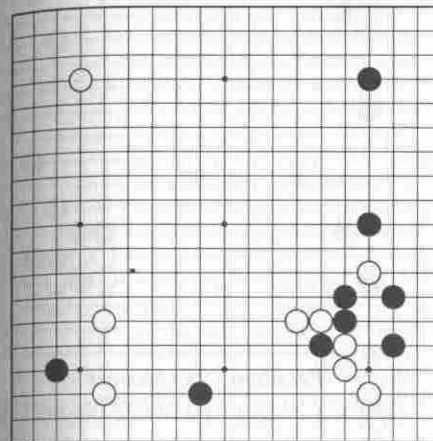
Black 1 not only takes profit, it also robs White's stones of their base. Black A is a good move to take territory, but it doesn't attack White's stones; White can establish a base by playing 1.



Problem 296. Answer

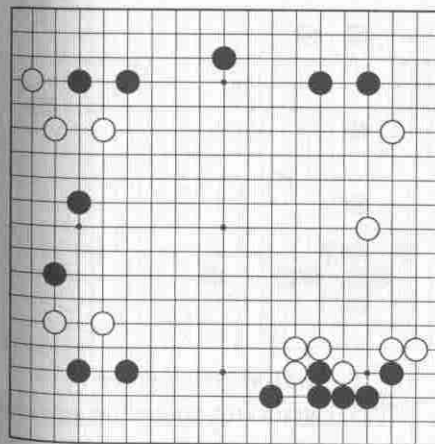
Black 1 defends the corner while robbing White's stones of their base. White must now live in the center, but Black will take profit while attacking. If Black plays elsewhere, White will secure his stones by sliding to A.

Problem 297. Black to play



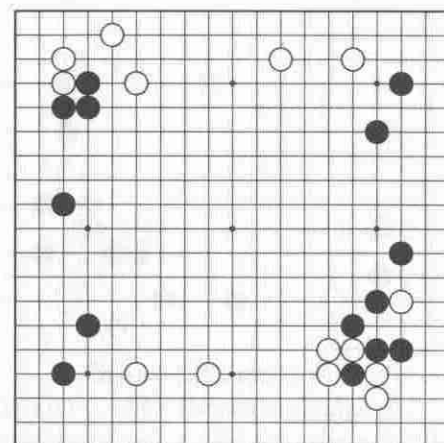
'Make a base for your stones while threatening your opponent's!' Where should Black play?

Problem 299. Black to play



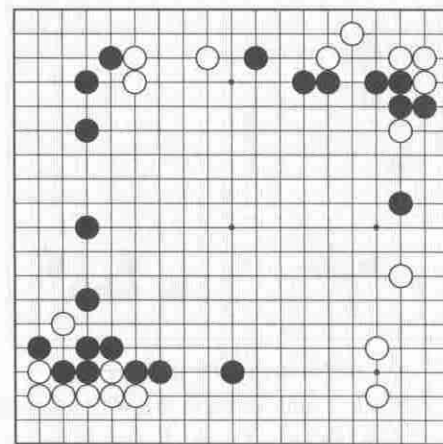
'Attack your opponent's stones while making a base for your own!' Where should Black play?

Problem 298. Black to play

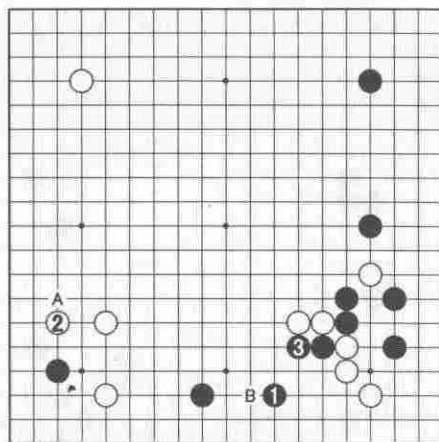


'Push back the border of your opponent's sphere of influence while expanding your own!' Where should Black play?

Problem 300. Black to play

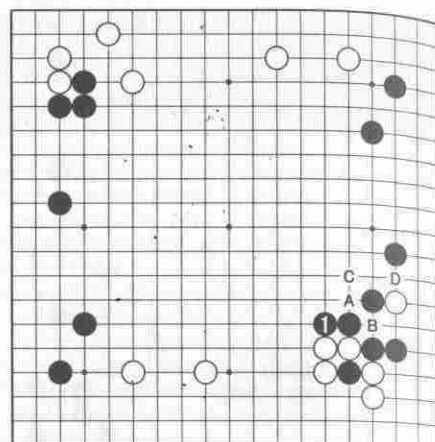


'Expand your territory while attacking!' Where should Black play?



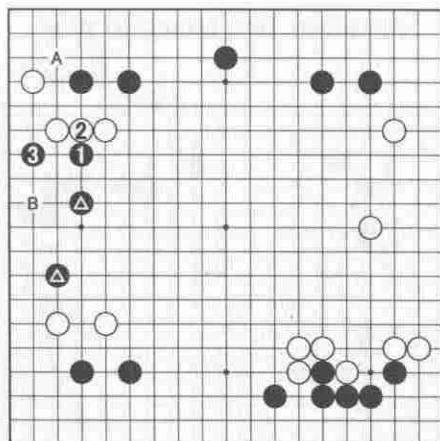
Problem 297. Answer

Extending to Black 1 is big. If White 2, Black moves out with 3, and Black takes the initiative in the lower right. If Black 1 at A, the checking extension of White B is severe.



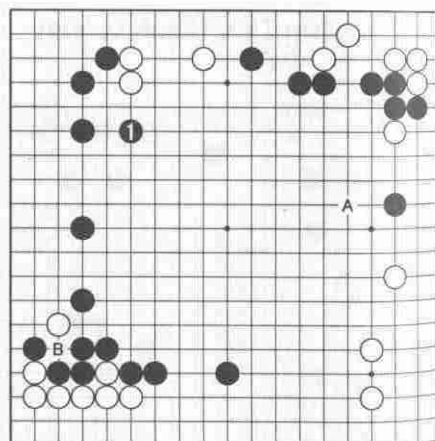
Problem 298. Answer

Black 1 is urgent. If White played 1, he would threaten the sequence A–Black B–White C. White next threatens to extend to D. Black 1 is a good move because it also builds up Black's moyo on the right.



Problem 299. Answer

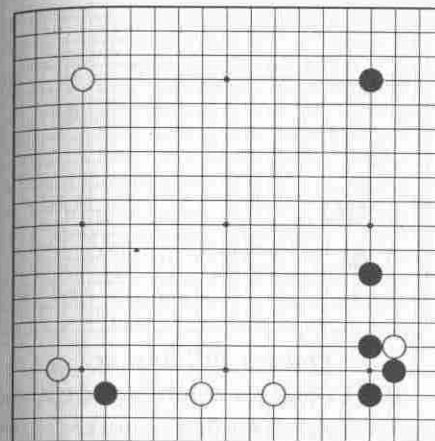
Black 1 and 3 attack the white stones and also reinforce the marked ones below. Instead of 1, Black A and White B are the joseki moves, but the black stones would then find themselves without a base.



Problem 300. Answer

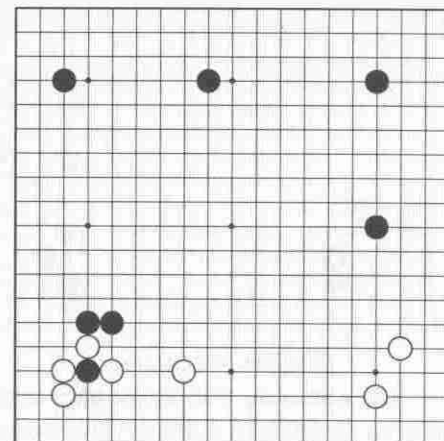
Black 1 attacks the three white stones at the top as well as expanding Black's moyo on the left. Locally, Black A is a good move, but it is not threatening anything. Black B is small: it is an endgame move.

Problem 301. White to play



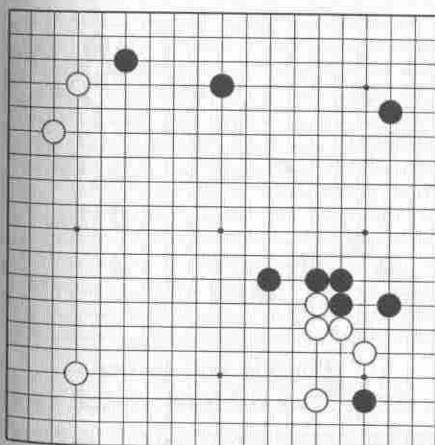
'Make a base for your stones while attacking your opponent's weak ones!' Where should White play?

Problem 302. Black to play



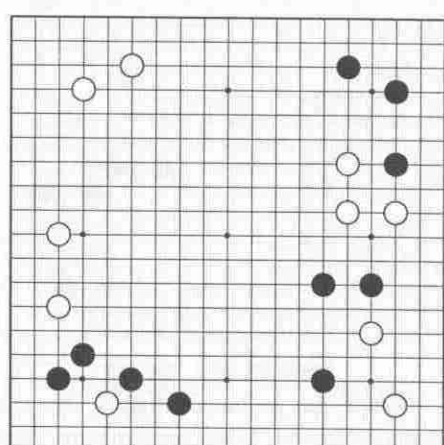
'Link up your weak stones to your moyo!' Where should Black play?

Problem 303. White to play

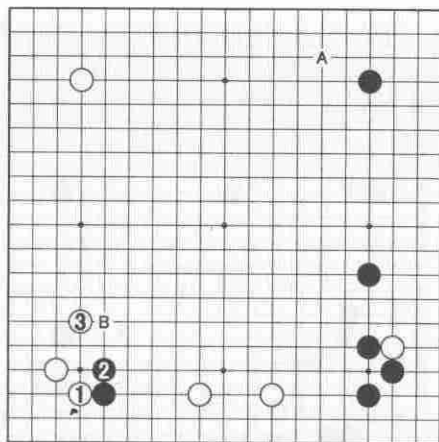


'Invade before your opponent can reinforce his moyo!' Where should White play?

Problem 304. Black to play

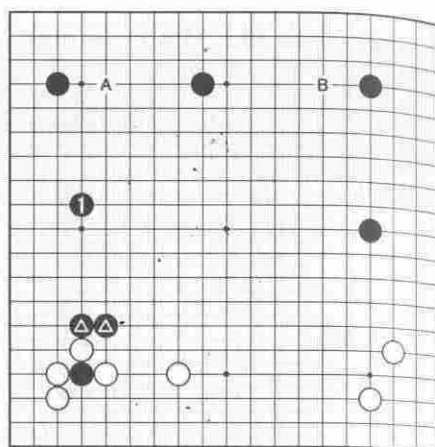


'Link up your weak stones to your moyo!' Where should Black play?



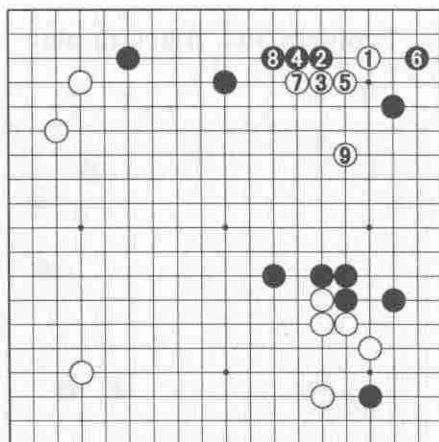
Problem 301. Answer

White attaches with 1, then takes territory on the left with 3. Black's two stones are cramped and can't expand naturally. If White A, Black will jump to B and White has no attack.



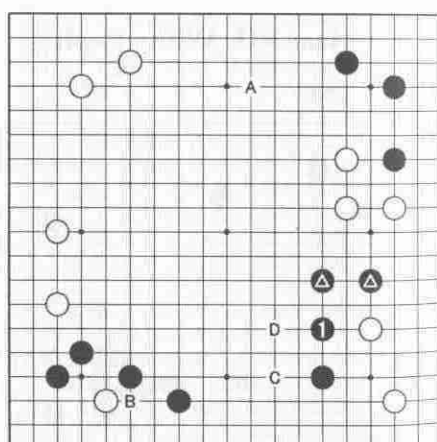
Problem 302. Answer

Black 1 builds a well-balanced moyo at the top while joining the two marked stones to it. If Black were to play 1 at A or B, White would play at 1 and Black's two marked stones would become heavy.



Problem 303. Answer

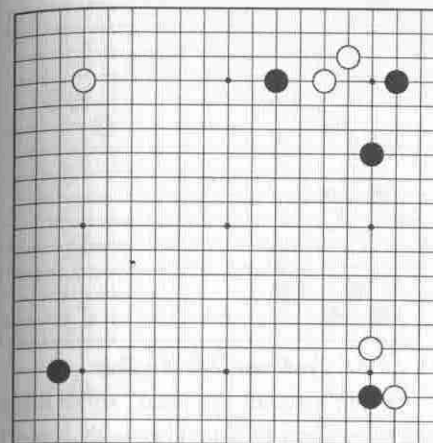
White has to invade with 1, since it would be huge if Black were to play there first. The sequence to White 9 is one possible continuation. Black's moyo has been wiped out.



Problem 304. Answer

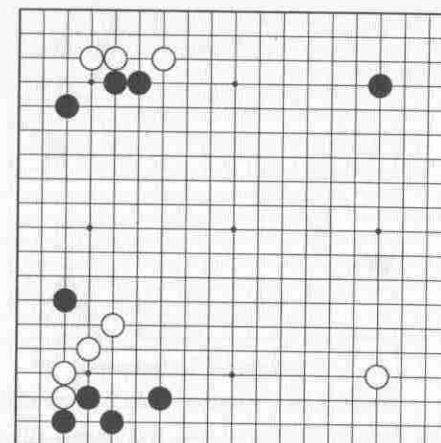
It is urgent for Black to link up his marked stones, creating a moyo on the left. Black A and B are big moves, but White would jump to 1—Black C—White D, and Black's two stones above would be isolated.

Problem 305. Black to play



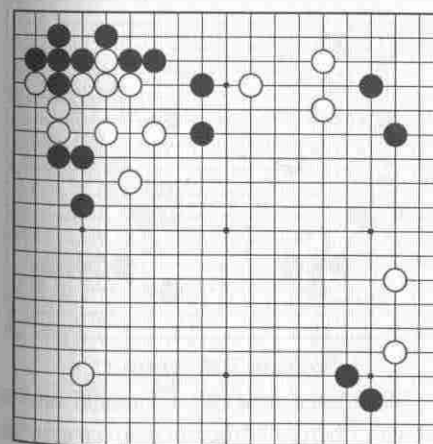
'Rob your opponent's stones of their base, then attack!' Where should Black play?

Problem 306. White to play



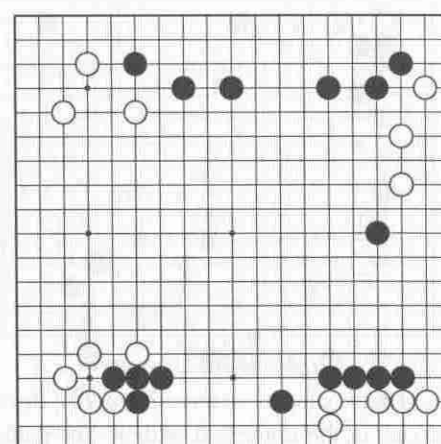
'Strengthen your weak stones while attacking!' Where should White play?

Problem 307. Black to play

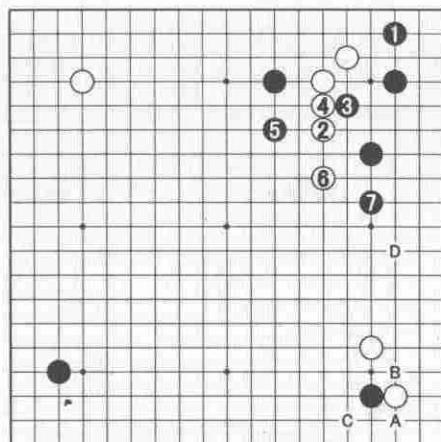


'Secure a base for your weak stones!' Where should Black play?

Problem 308. Black to play

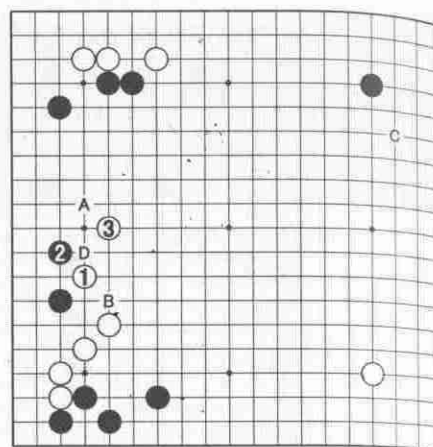


'Establish a foothold within your opponent's sphere of influence!' Where should Black play?



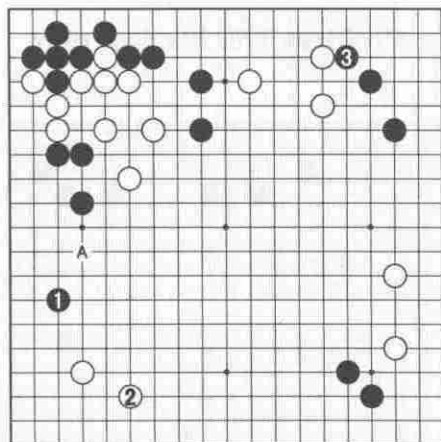
Problem 305. Answer

Black 1 robs White's stones of their base, so they must escape into the center. Black pursues them with 3 to 7, securing territory and building influence. If Black 1 at A, White will play B—Black C—White D.



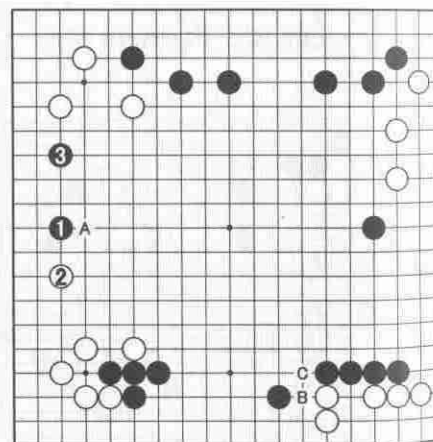
Problem 306. Answer

White's stones are weak, so he has to reinforce them by attacking with 1 and 3. These moves also stop Black from building a moyo. If White 1 at A, Black B. If White C, Black reinforces the left with D.



Problem 307. Answer

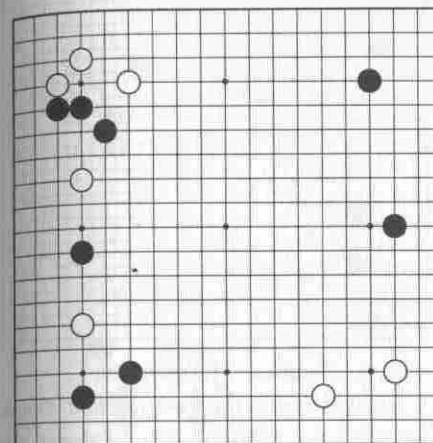
Black has to extend from his three stones in the upper left with 1. The game continues with White 2 and Black 3. If Black 1 at 3, White will attack the three black stones with A.



Problem 308. Answer

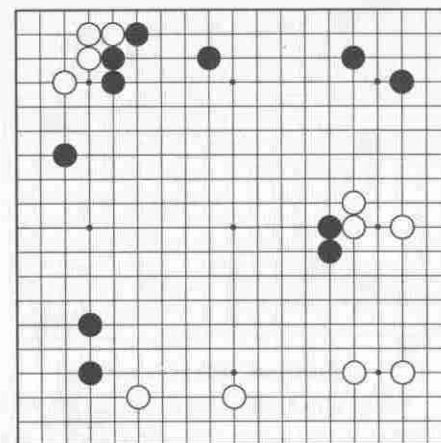
Black must establish a foothold on the left with 1 before White can map out a moyo with A. Black 1 at B, preventing White C, is certainly big, but Black 1 is bigger.

Problem 309. White to play



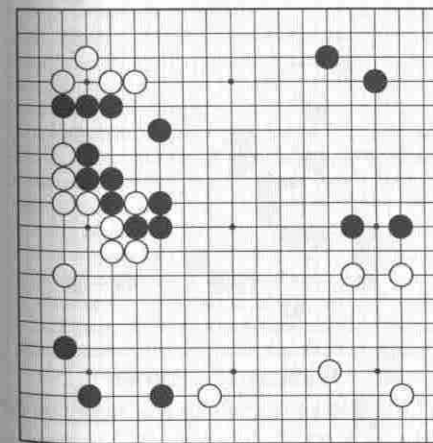
'Split your opponent's stones!' Where should White play?

Problem 310. Black to play



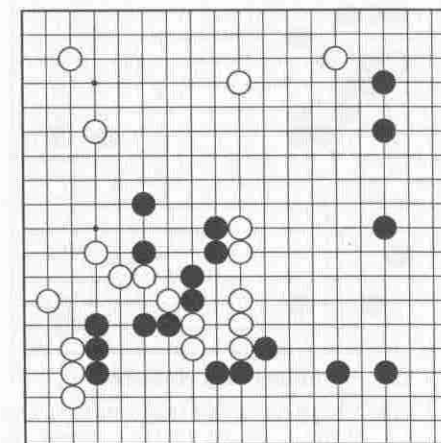
'Link up your weak stones to your moyo!' Where should Black play?

Problem 311. Black to play

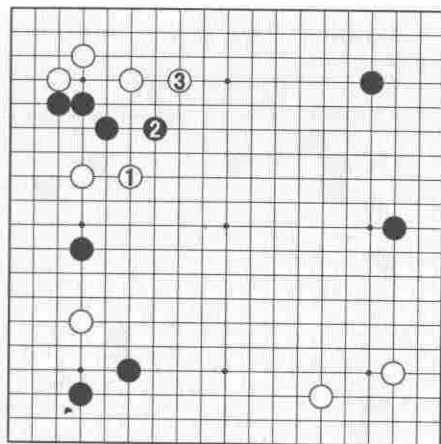


'Plug up the hole in your moyo!' Where should Black play?

Problem 312. Black to play

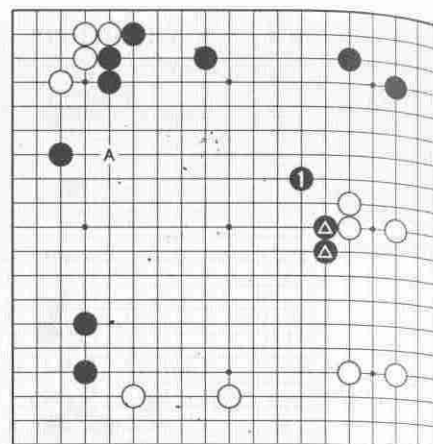


'Link up your weak stones to your strong ones!' Where should Black play?



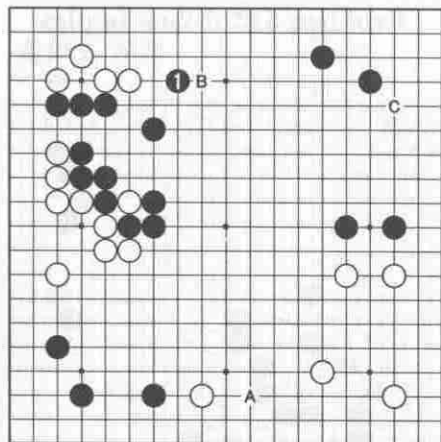
Problem 309. Answer

White attacks Black's stones above with 1. Black escapes into the center with 2, but White 3 keeps up the pressure while taking profit. If White 1 at 3, Black will play 1, and it will be White who comes under attack.



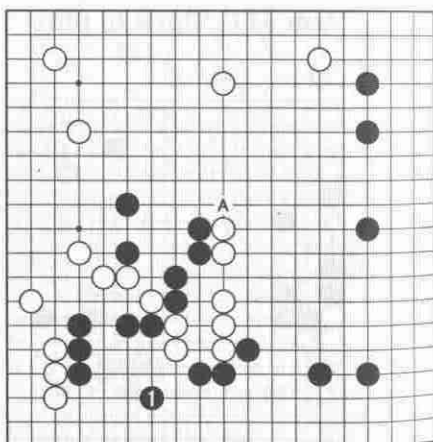
Problem 310. Answer

Black 1 helps the two marked stones and projects influence throughout the board. Black A is also thick, but if White plays 1, Black's two stones become heavy and his moyo at the top has been reduced.



Problem 311. Answer

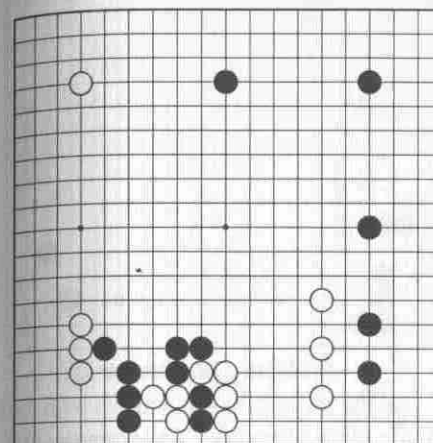
Black maps out a vast moyo with 1. The invasion of Black A is also good, but White B will take profit at the top and wipe out Black's moyo. Black C secures only the upper right — White would answer with B.



Problem 312. Answer

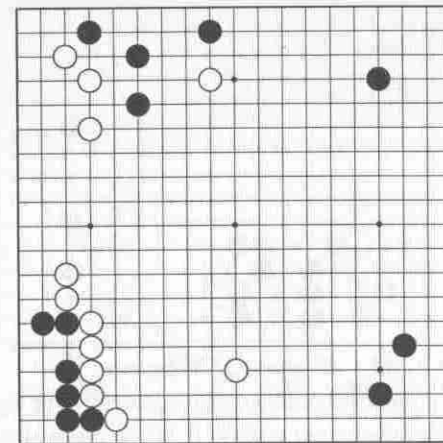
Black has to secure his five stones on the left with 1. This move also takes territory at the bottom. If Black plays A, White 1 cuts off the key black stones, so Black will have no attack on the white stones.

Problem 313. Black to play



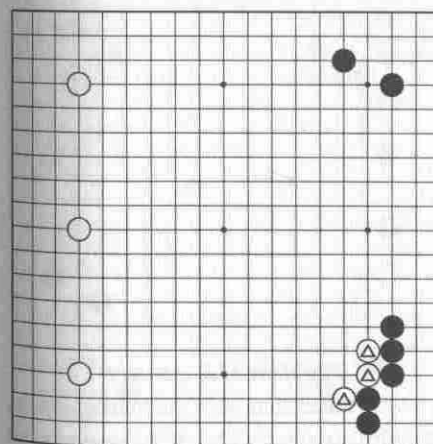
'Secure your weak stones!' Where should Black play?

Problem 314. White to play



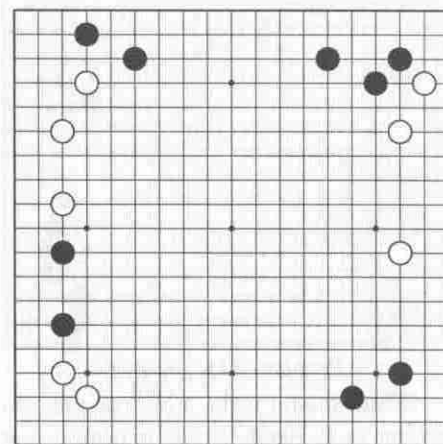
'Expand your moyo!' Where should White play?

Problem 315. White to play

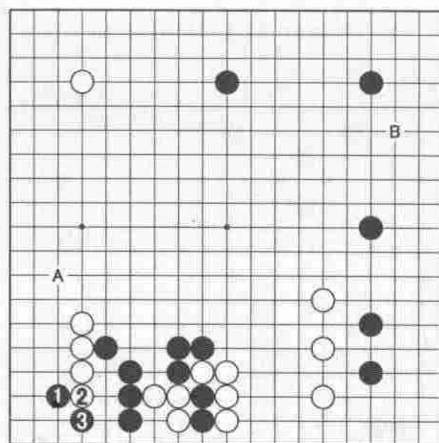


'Defend from a distance while developing your moyo!' The marked stones restrain Black's stones. Where should White play?

Problem 316. White to play

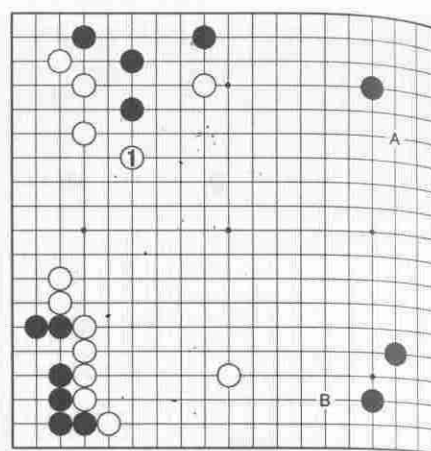


'Defend your overextended positions!' Where should White play?



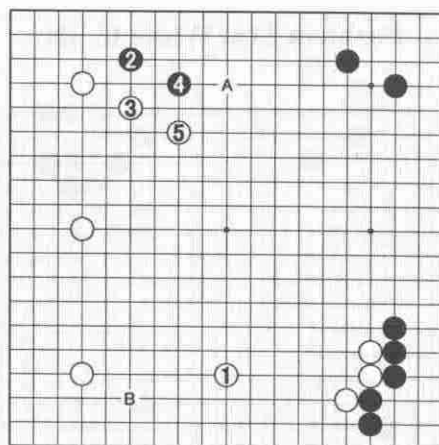
Problem 313. Answer

Black should settle his stones by jumping into the corner with 1. If White plays elsewhere after 3, Black will attack at A. If Black plays 1 at B, White will play 3 and the black stones on the right will come under attack.



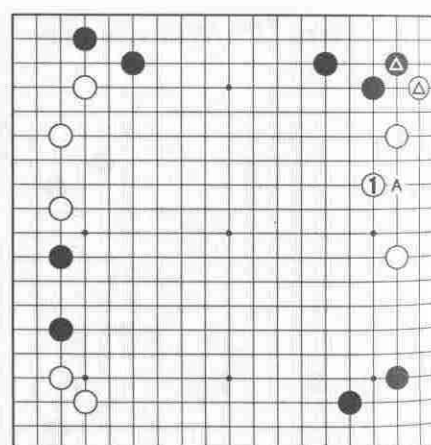
Problem 314. Answer

White must stake out a moyo with 1. If White plays elsewhere, for example, at A or B, Black will jump to 1, wiping out White's moyo and upsetting the territorial balance.



Problem 315. Answer

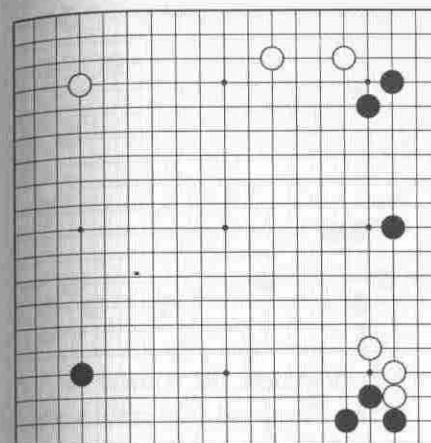
White should make a big opening extension to 1. Black 2 next is natural, but White stakes out a huge moyo with 3 and 5. If White 1 at A, the bottom is wide open and Black can approach at B.



Problem 316. Answer

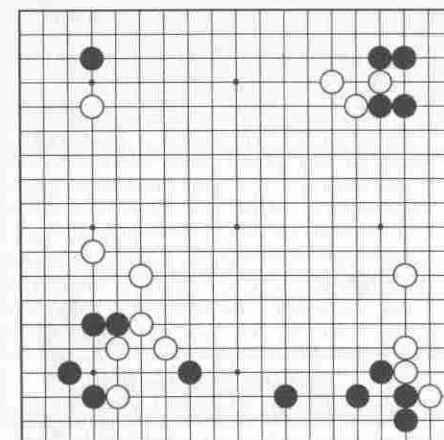
After the exchange of the marked stones, White must defend with 1. If White omits this move, Black will invade at A. Without the exchange of the marked stones, Black A can be answered by a 3–3 point invasion.

Problem 317. White to play



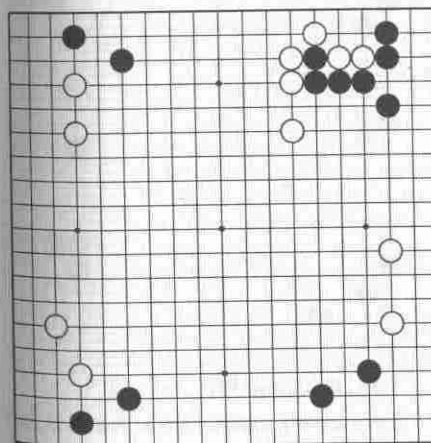
'Make a base while threatening an invasion!' Where should White play?

Problem 318. White to play



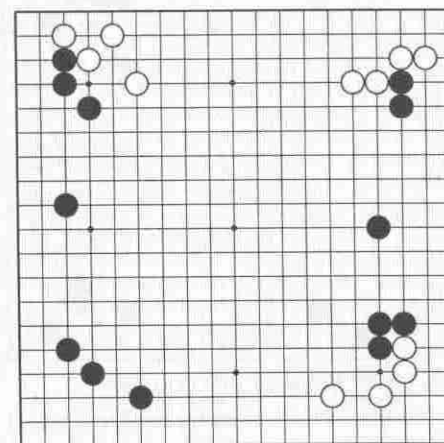
'Build a moyo while making all your stones work together!' Where should White play?

Problem 319. White to play

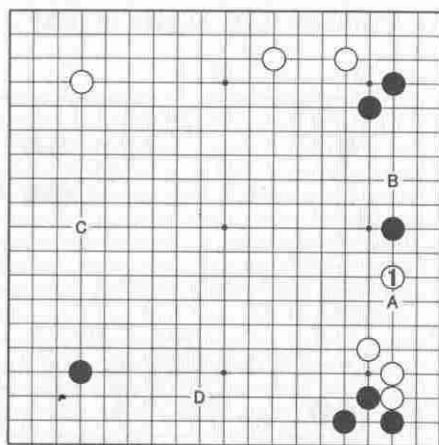


'Extend from your thick position while attacking!' How should White play?

Problem 320. White to play

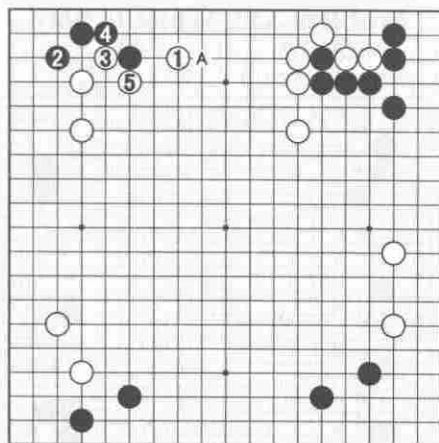


'Invade your opponent's overextended positions!' Where should White play?



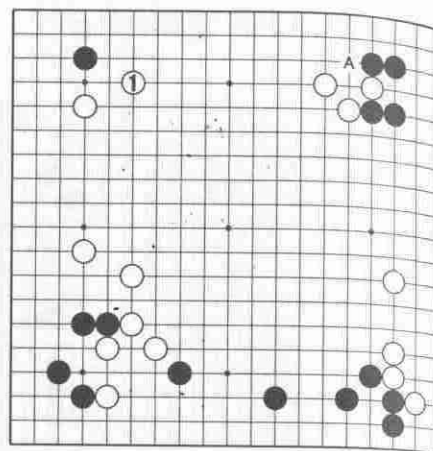
Problem 317. Answer

White 1 is the most urgent move on the board. If White omits it, Black will attack the three white stones below by extending to A. White 1 also threatens to invade at B. White C and D are also big, but they are not urgent.



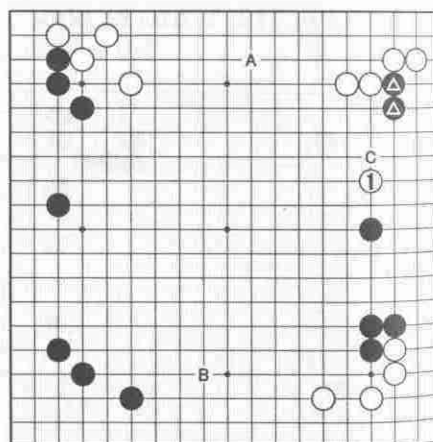
Problem 319. Answer

White extends from his thickness with 1 and also attacks Black's stones on the left. The joseki to 5 follows, and White gets influence radiating out into the center. If White 1 at 2, Black A neutralizes White's thickness.



Problem 318. Answer

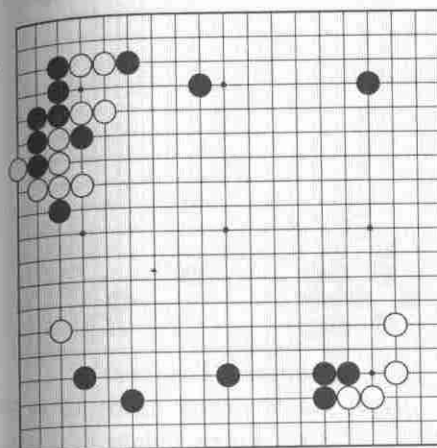
White 1 is played on a grand scale. No matter how Black defends his stone in the top left corner, White's stones will become thick. Locally, White A is a good move, but, after Black 1, White's stones become thin.



Problem 320. Answer

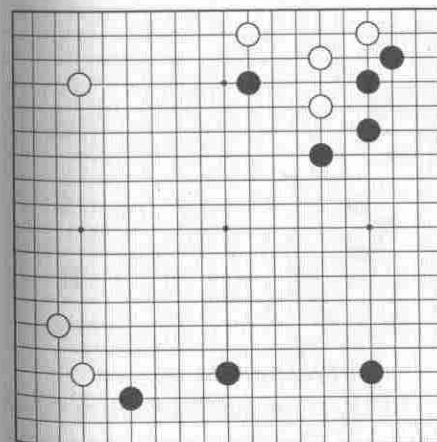
There are big extensions at A and B, but attacking the two marked stones with 1 is the severest move. If White omits playing it, Black will extend to C, securing the right side.

Problem 321. White to play



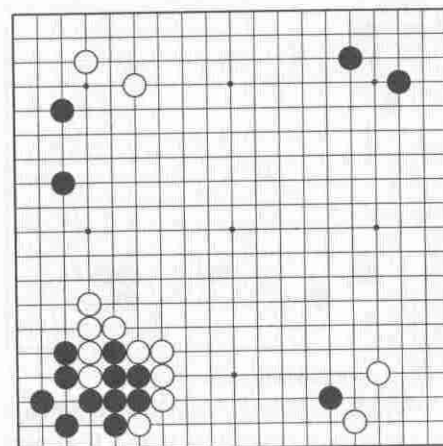
'Use your thickness to attack!' Where should White play?

Problem 323. White to play



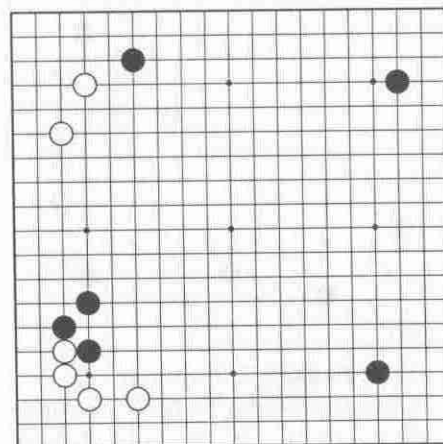
'Establish a base within your opponent's sphere of influence!' Where should White play?

Problem 322. Black to play

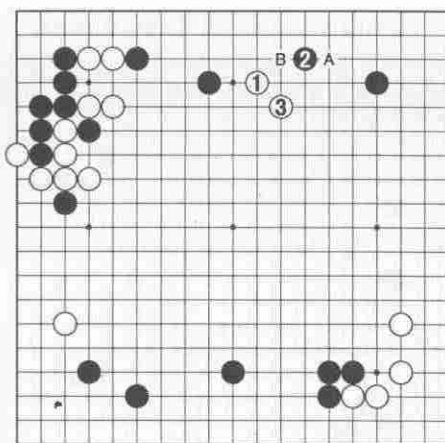


'Play lightly around your opponent's thickness; erase rather than make a base!' How should Black play?

Problem 324. Black to play

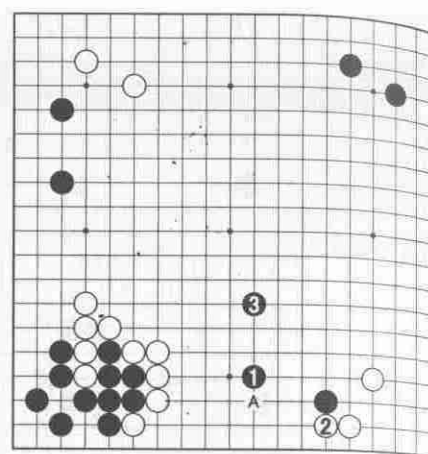


'Make a base for your weak stones!'
Where should Black play?



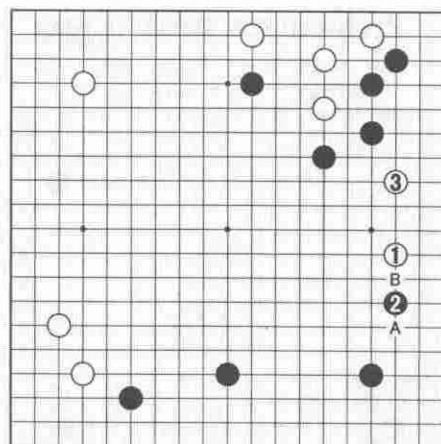
Problem 321. Answer

White should break up White's position at the top with 1. If Black 2, White 3 prevents Black from linking up his stones. Black's two stones on the left are now under attack. If White 1 at A, Black B is a strong response.



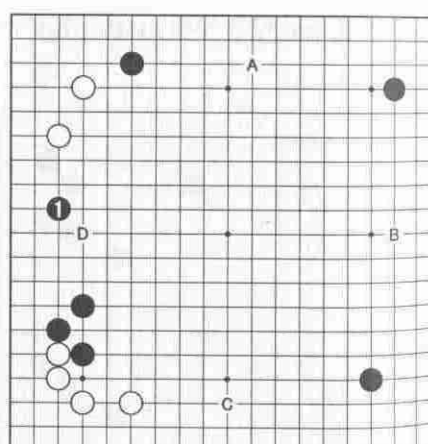
Problem 322. Answer

Black should extend lightly to 1. If White 2, Black jumps lightly to 3 and White's thickness in the lower left has been neutralized. Black 1 at 2 aims at making eyes, but White will attack with A.



Problem 323. Answer

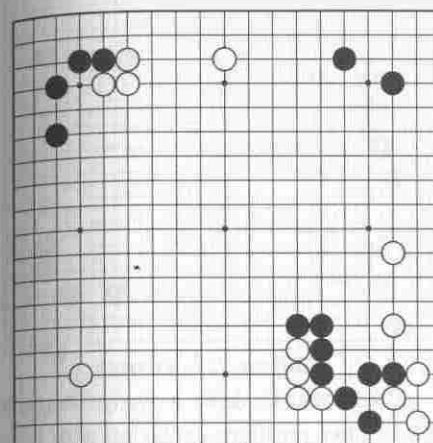
White has to break up Black's position on the right before Black can reinforce it. White 1 is the ideal invasion point. If Black 2, White secures his stones with 3. If White 1 at A, Black attacks with B.



Problem 324. Answer

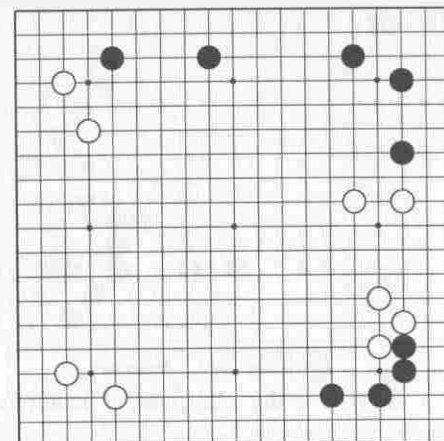
Black has to secure his stones on the left side with 1. This is an urgent joseki move. If Black omits it by playing one of the big opening points at A, B, or C, White will attack the three black stones with D.

Problem 325. Black to play



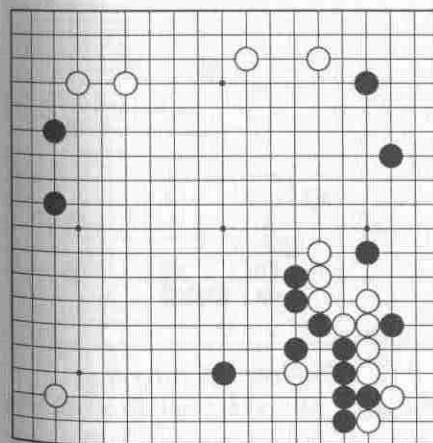
'Attack your opponent's heavy stones!' Where should Black play?

Problem 326. Black to play



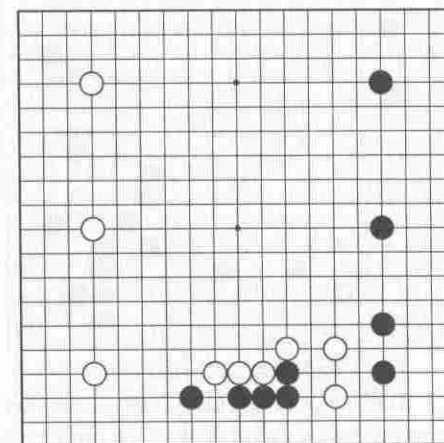
'Establish a base inside your opponent's sphere of influence!' Where should Black play?

Problem 327. Black to play

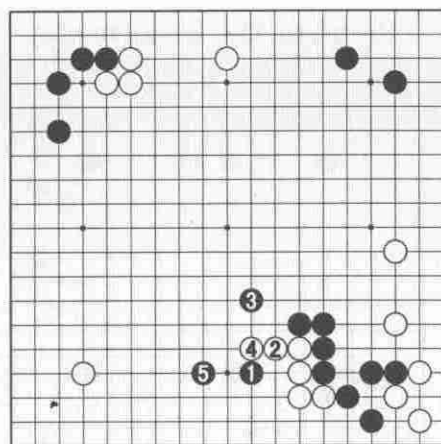


'Extend as far as possible from your thickness!' Where should Black play?

Problem 328. Black to play

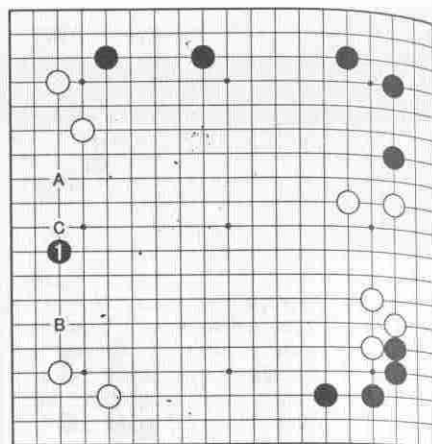


'Don't let your opponent link up his weak stones to his moyo!' Where should Black play?



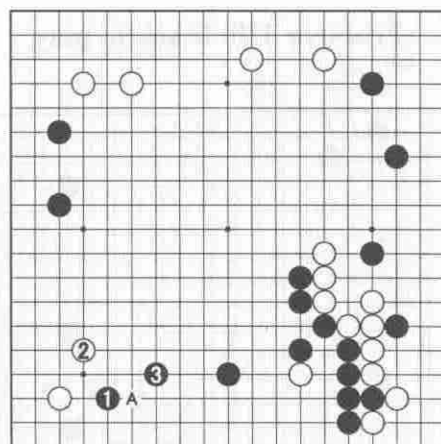
Problem 325. Answer

Black 1 is the vital point to attack the heavy white stones. White can only turn at 2, but Black continues the attack with 3 and 5. White is in trouble.



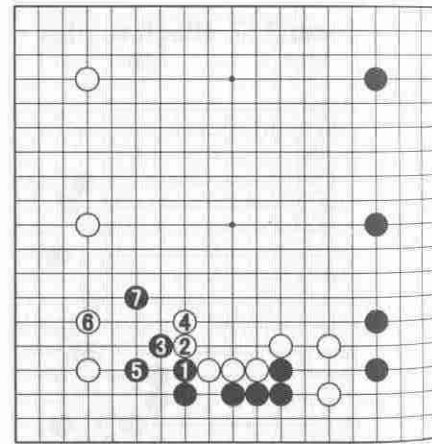
Problem 326. Answer

Black should drive a wedge between White's two positions on the left with 1. No matter from which side White attacks, Black can secure a position with A or B. If Black omits this move, White will play C.



Problem 327. Answer

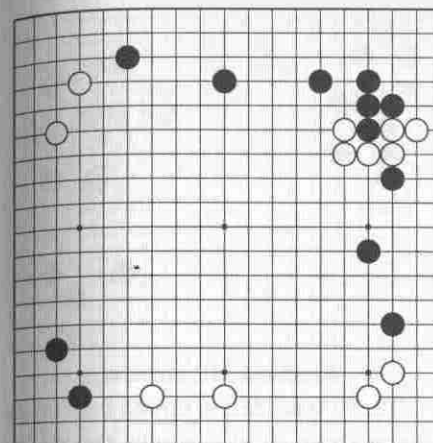
Black should approach with 1, then secure the bottom with 3. If Black omits this move, White will play A, and the effectiveness of Black's thickness to the right will be diminished.



Problem 328. Answer

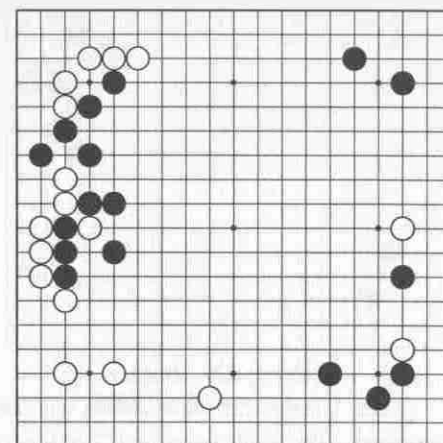
Black 1 is the vital point: no other move is as big. With the sequence to 7, Black prevents White from playing 3 and building a moyo in the center.

Problem 329. Black to play



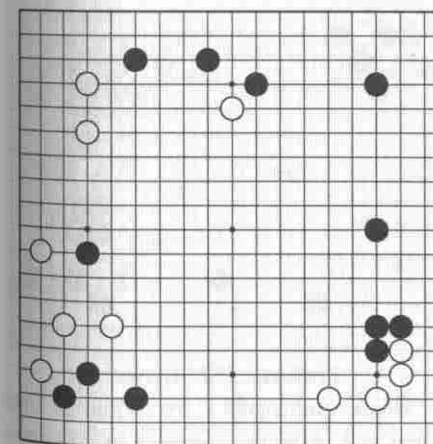
'Rob your opponent's stones of their base while defending your own stones!' Where should Black play?

Problem 330. Black to play



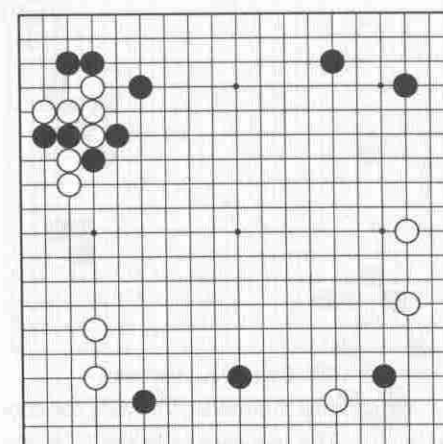
'Make territory while attacking!' Where should Black play?

Problem 331. White to play

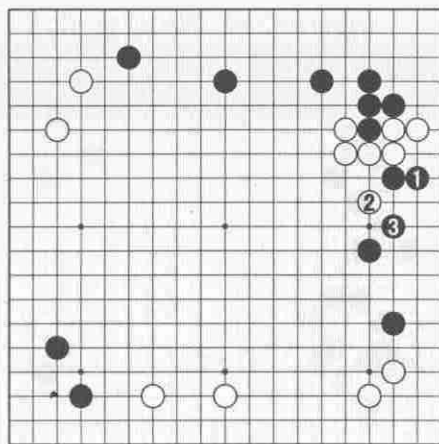


'Don't let your opponent secure a large moyo!' Where should White play?

Problem 332. Black to play

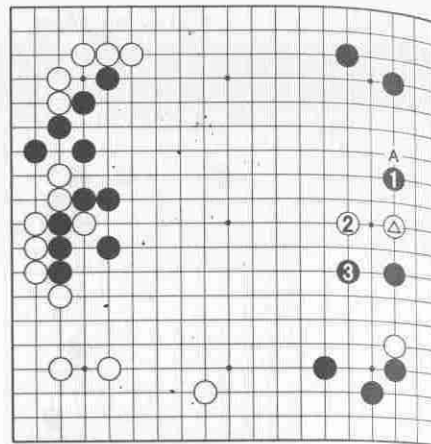


'Deprive your opponent's stones of a base, then attack!' Where should Black play?



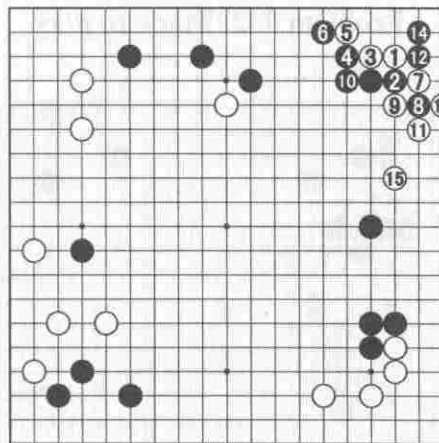
Problem 329. Answer

Black 1 leaves the white stones without eye shape. After White forces with 2, he has to escape into the center, but Black will secure territory as he harasses White's stones. If Black plays elsewhere, White lives with 3.



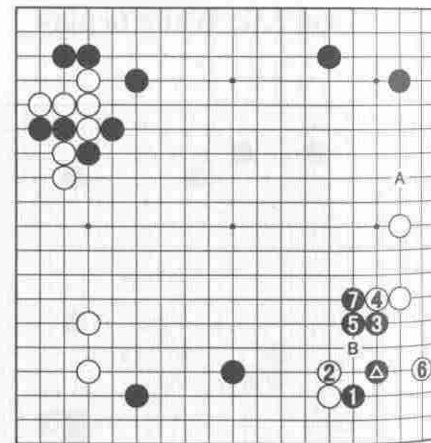
Problem 330. Answer

Black 1 is an ideal extension from the enclosure above. It also attacks the marked stone. After 3, a black moyo emerges in the lower right. Black 1 at 3 is inferior. White will secure a position on the right with A.



Problem 331. Answer

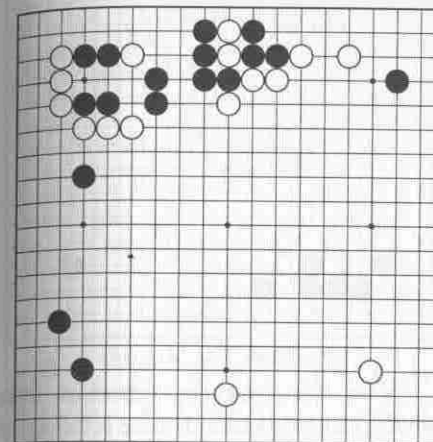
White must immediately invade the corner with 1. The sequence to White 15 is one possible joseki. Black could also play to keep White confined to the corner, but either way, Black's moyo has been reduced.



Problem 332. Answer

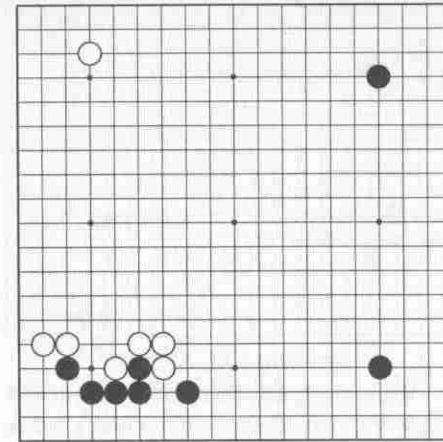
Black exchanges 1 for White 2, then jumps to 3. After the sequence to 7, the two white stones at the bottom are under attack. Black 1 at A is certainly a good extension, but White B is severe on the marked stone.

Problem 333. White to play



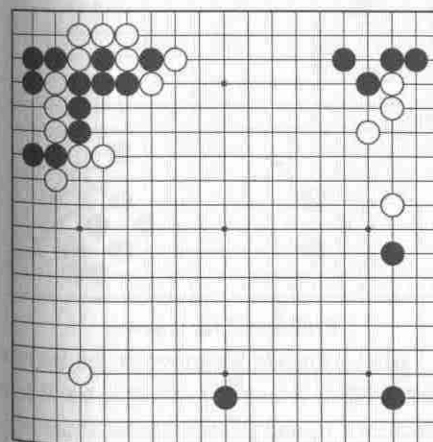
'Link up your weak stones to your moyo!' Where should White play?

Problem 334. White to play



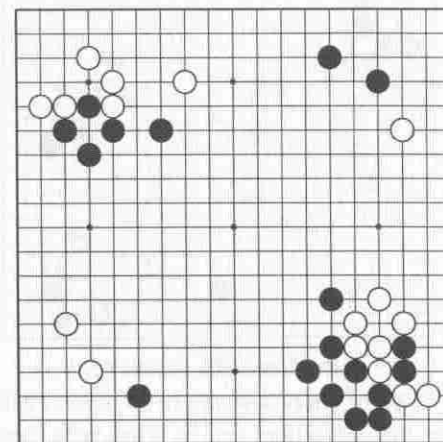
'Extend from your thickness and build a moyo!' Where should White play?

Problem 335. White to play

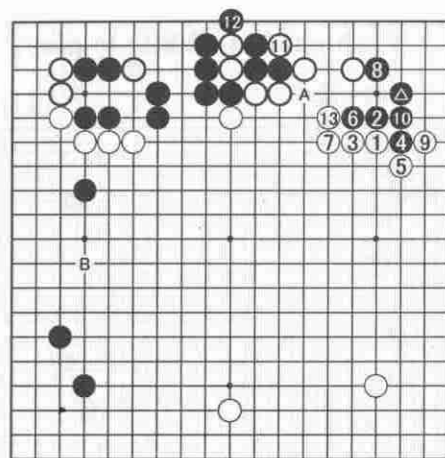


'Don't let your opponent secure a large moyo!' Where should White play?

Problem 336. Black to play

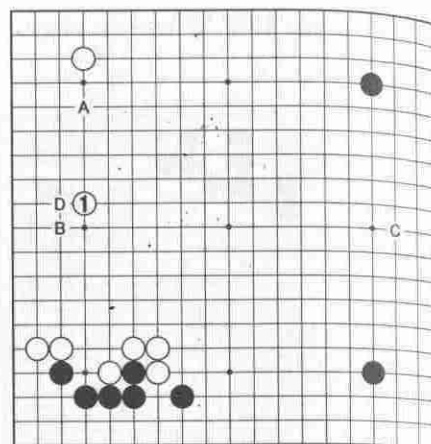


'Expand your moyo!' Where should Black play?



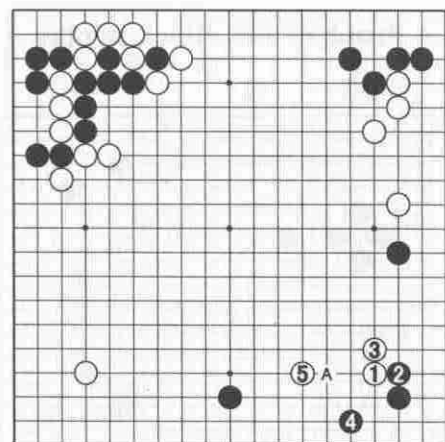
Problem 333. Answer

White must cover his defect at A, so he first attacks the marked stone with 1. Up to 7, White gets a wall facing down the right side. He finally defends his defect with 13. White 1 at B is big, but White's stones thin are after Black 2.



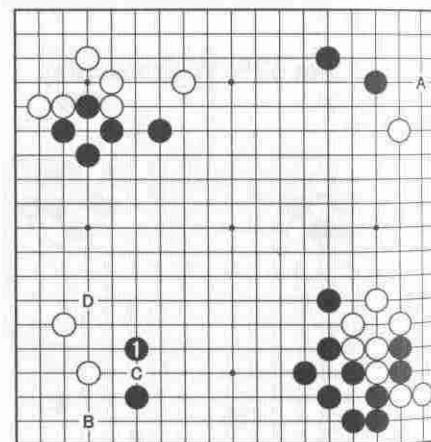
Problem 334. Answer

White 1 is the perfect extension from White's wall below and his stone in the corner above. If White 1 at A, Black will break up the left side with B. If White 1 at C, Black D.



Problem 335. Answer

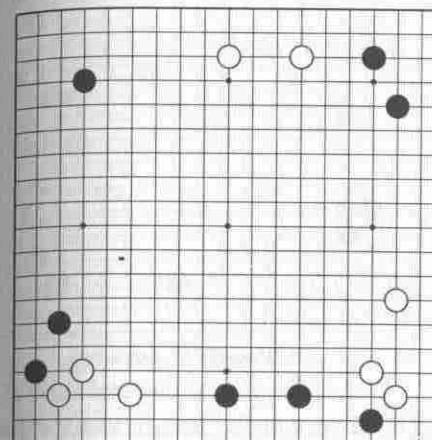
All of Black's stones in the lower right are low on the third line, so White must keep them suppressed with the shoulder hit of 1. If White plays elsewhere, Black will create a balanced position by extending to A.



Problem 336. Answer

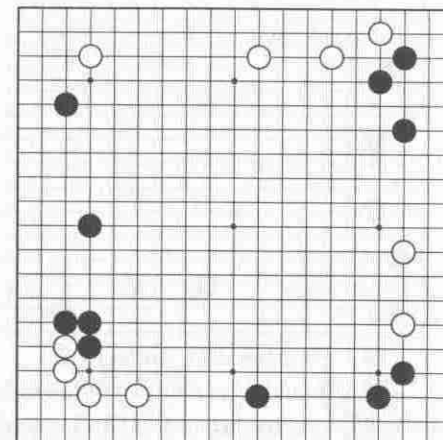
Black expands his moyo at the bottom with 1. Black A and B are also big, but White attaches at C, and Black's stones at the bottom become overconcentrated. After 1, Black threatens to unite his stones above into a vast central moyo with a shoulder hit at D.

Problem 337. Black to play



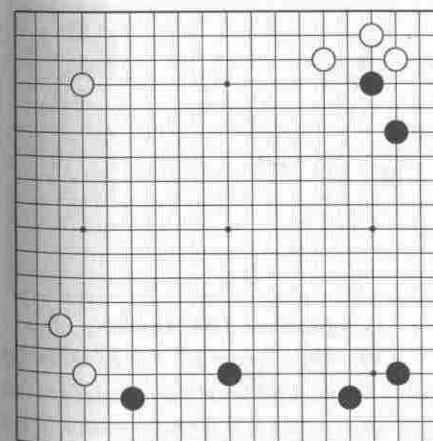
'Secure your weak stones!' Where should Black play?

Problem 338. White to play



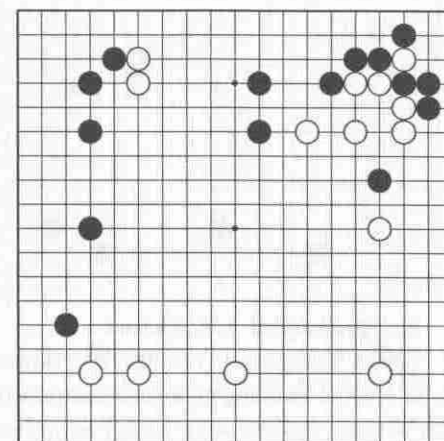
'Push back the border of your opponent's influence and expand your own!' Where should White play?

Problem 339. Black to play

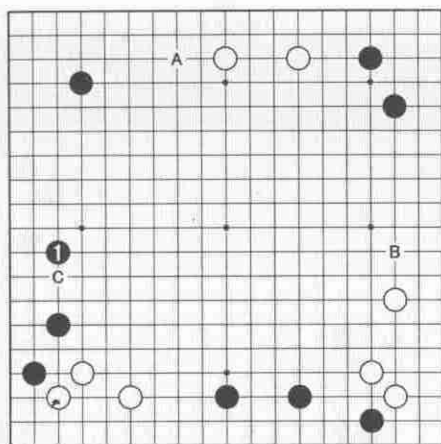


'Link up your weak stones to your moyo! Where should Black play?

Problem 340. White to play

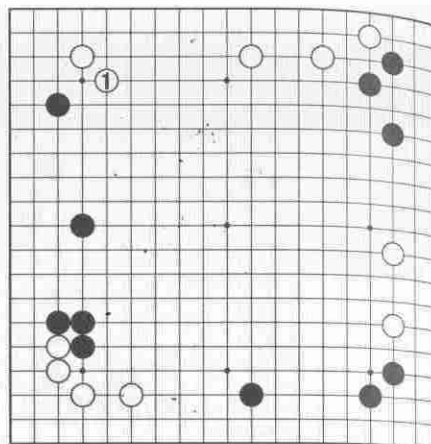


'Secure your weak stones before your opponent can attack them!' Where should White play?



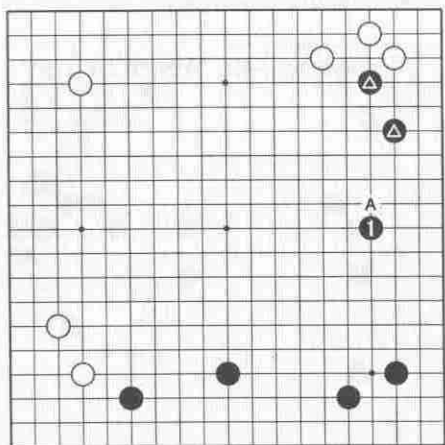
Problem 337. Answer

Black should secure his two stones in the lower left by extending to 1. If Black extends to A or B, White will attack at C and Black's stones will be in trouble.



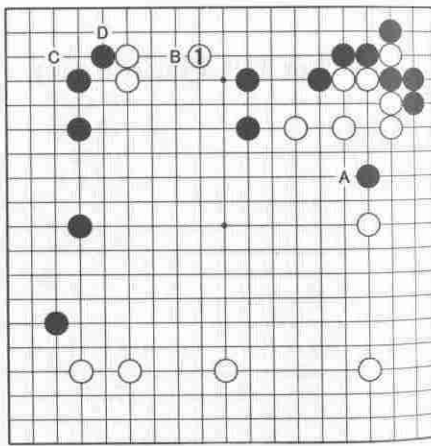
Problem 338. Answer

White must play the diagonal move of 1. If Black were to play here, he would expand his influence on the left while forcing the white stones to crawl along the bottom.



Problem 339. Answer

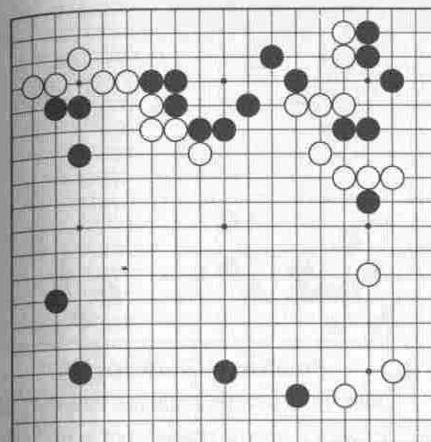
Black defends the two marked stones with 1 while building an ideal formation at the bottom. If Black were to play any other move, White would invade at A and put pressure on the marked stones.



Problem 340. Answer

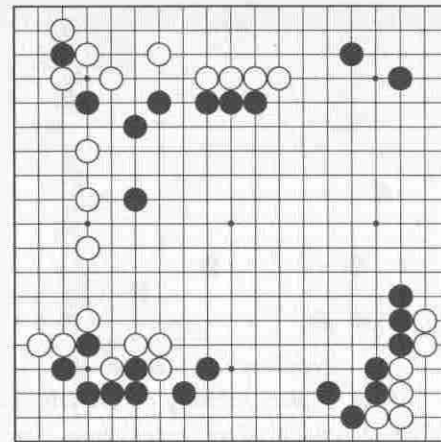
White must secure his stones at the top with 1. White A is a good move, but it's not urgent, while Black B is a severe pincer. White might respond by invading at C, but Black would descend to D. White lives in the corner, but the top becomes Black's territory.

Problem 341. Black to play



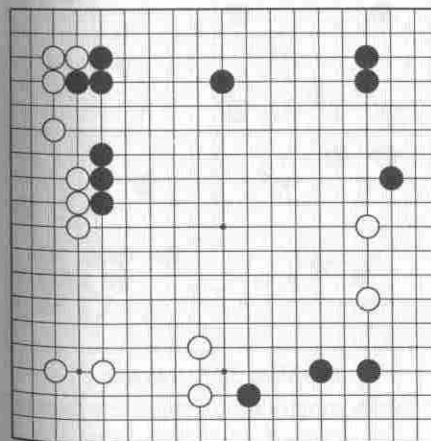
'Link up your weak stones to your moyo!' Where should Black play?

Problem 342. Black to play



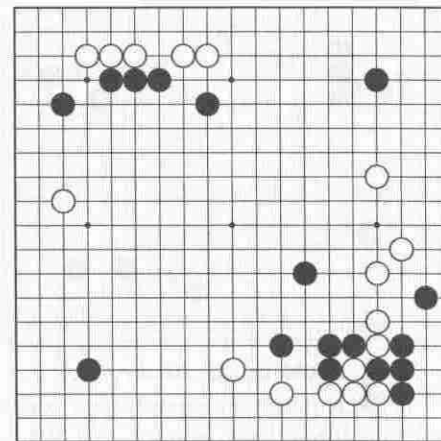
'Build a moyo while reaching out to your weak stones!' Where should Black play?

Problem 343. Black to play

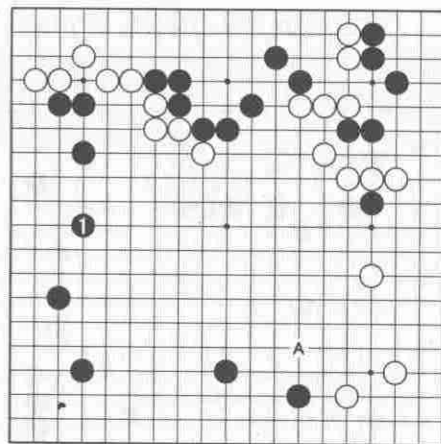


'Attack your opponent's stones while expanding your moyo!' Where should Black play?

Problem 344. Black to play

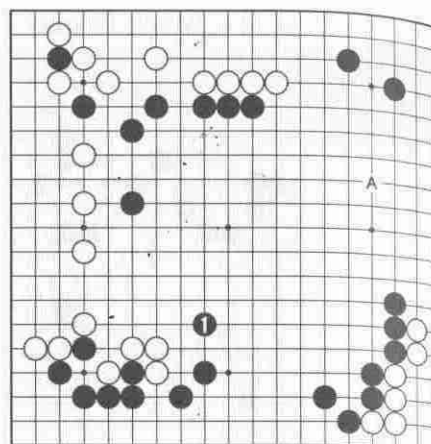


'Use your thickness to attack your opponent's weak stones!' Where should Black play?



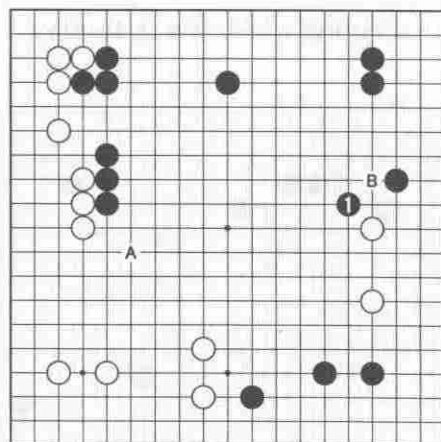
Problem 341. Answer

Black 1 takes territory on the left side while securing his three stones above. Black A is big, but White would attack the three black stones with 1 and, in their struggle to survive, Black's moyo would be reduced.



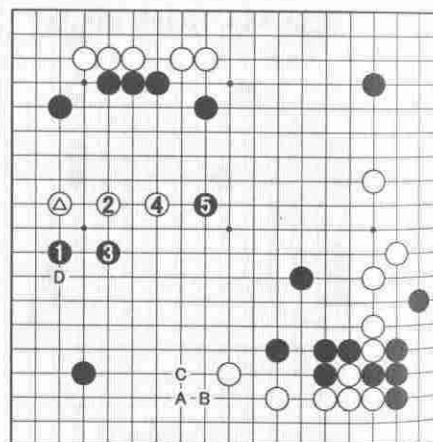
Problem 342. Answer

Black not only expands his moyo at the bottom with 1, he also reaches out to his seven stones in the center. Black A is not as efficient. White would play 1 and Black's prospects for expanding his moyo have vanished.



Problem 343. Answer

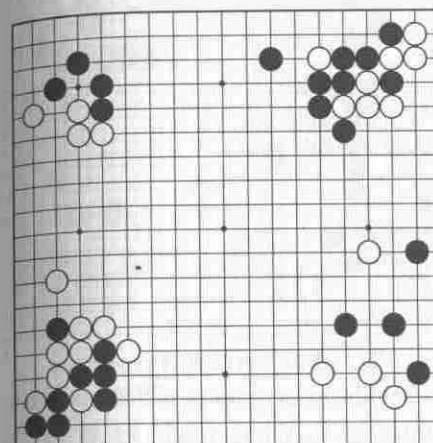
Black expands his moyo with 1 while attacking White's two stones below. Black A is in the wrong direction. White will attach at B, and Black can't expect much territory in the center.



Problem 344. Answer

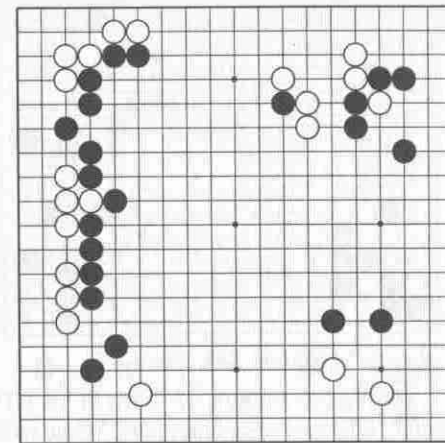
Black should use his thickness to attack the marked stone with 1. After 4, Black gets the initiative when he caps with 5. If Black A, White exchanges B for C, then settles his stone on the left with D.

Problem 345. Black to play



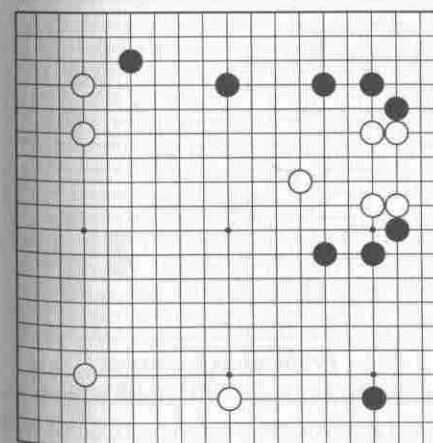
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 346. White to play



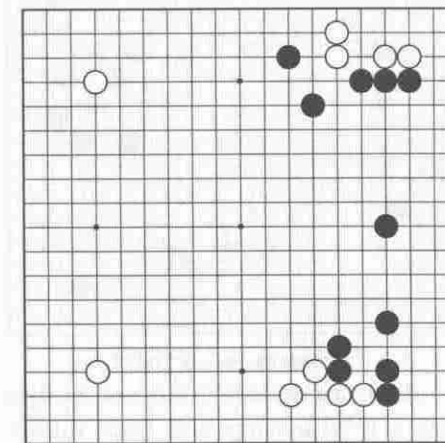
'Make a base for your stones while pushing back the border of your opponent's influence!' Where should White play?

Problem 347. Black to play

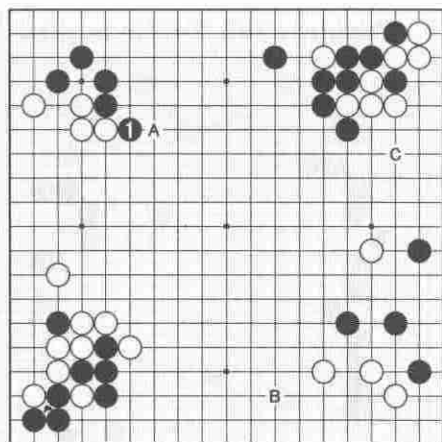


'Expand your moyo while threatening your opponent!' Where should Black play?

Problem 348. White to play

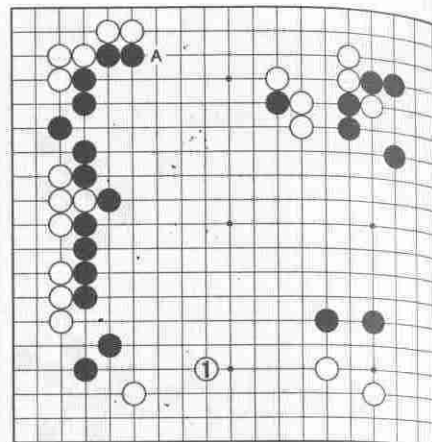


'Push back the border of your opponent's moyo while expanding your influence!' Where should White play?



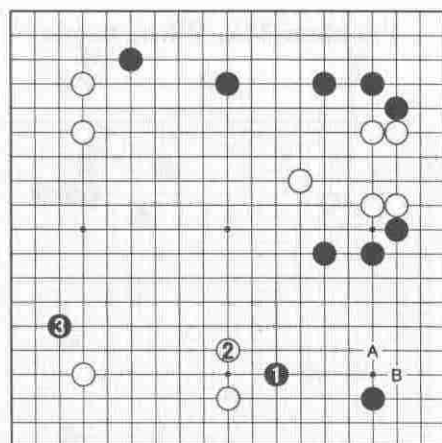
Problem 345. Answer

Black must expand his moyo at the top with 1. If Black doesn't play here, White will jump to A; White's moyo will be huge, while Black's will have disappeared. Black B and C are also big, but White A is even bigger.



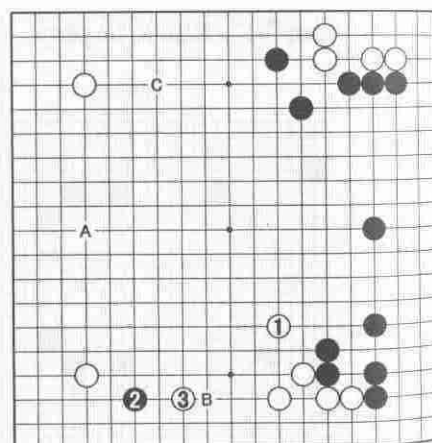
Problem 346. Answer

White must jump to 1. If Black plays a pincer at 1, White would be in trouble. White A is also big, but the power of Black's moyo is stronger in the lower left, so that's where White must counter it.



Problem 347. Answer

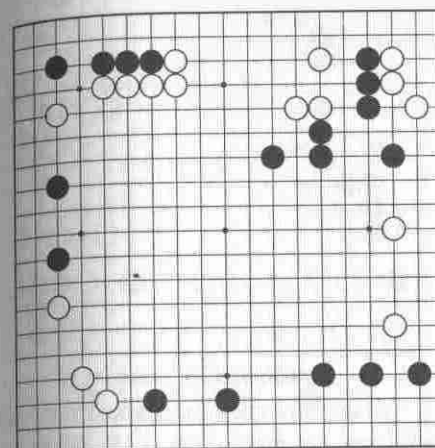
Black first expands his moyo on the right with 1. If White jumps to 2, Black will approach at 3. Black A is too tight. After 1, if White invades at A, Black will answer at B, and White's stones will come under attack.



Problem 348. Answer

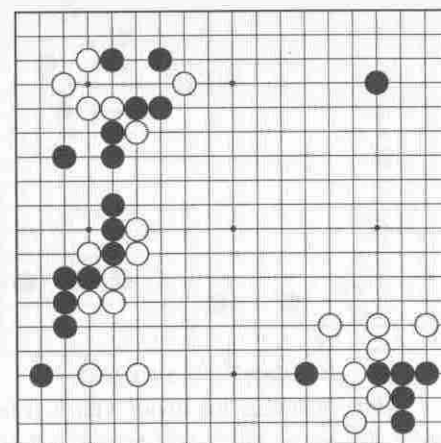
White must play 1. If Black plays here, his moyo would be massive. If Black next approaches with 2, White pincers with 3. White A is also big, but Black takes the initiative with 1—White B—Black C.

Problem 349. White to play



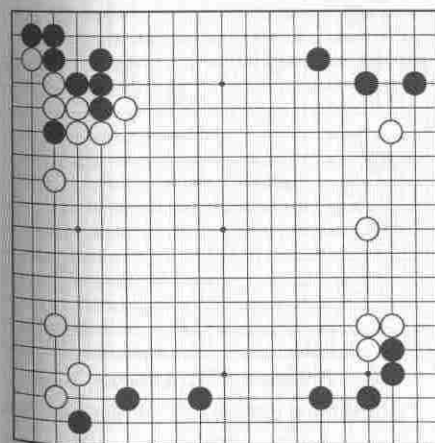
'Defend your overextended positions!' Where should White play?

Problem 350. White to play



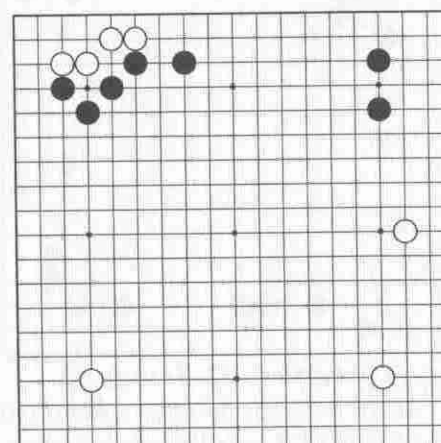
'Attack your opponent's weak stones!' Where should White play?

Problem 351. White to play

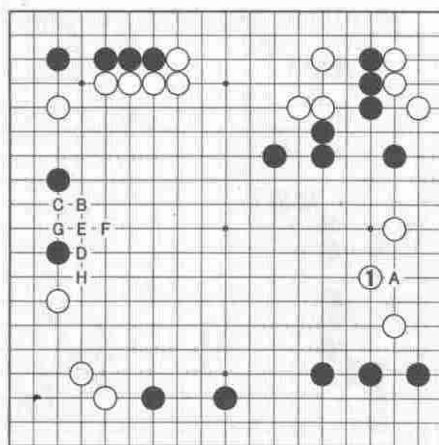


'Make forcing moves to build a moyo!' Where should White play?

Problem 352. Black to play

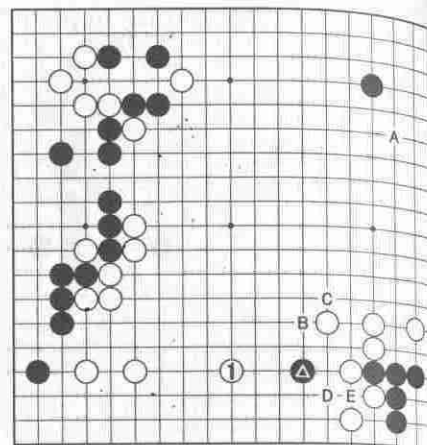


'Push back the border of your opponent's territory while expanding your own!' Where should Black play?



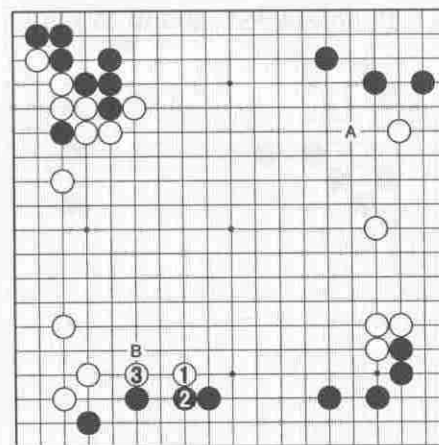
Problem 349. Answer

White reinforces his stones with 1. If he omits this move, Black will invade at A. If White 1 at B, Black answers with C–White D–Black E–White F–Black G–White H, and Black uses his sente to invade at A.



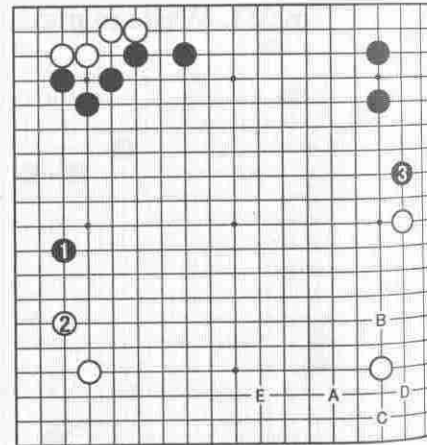
Problem 350. Answer

White must quell the marked stone and reinforce his moyo with 1. If White approaches at A, Black will play the sequence B–White C–Black D–White E–Black 1, and White's thickness has been neutralized.



Problem 351. Answer

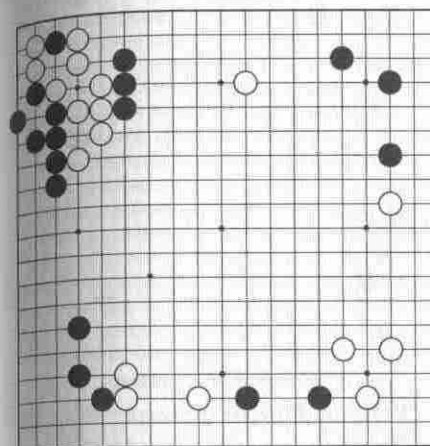
White is thick in the upper left, so he'd also like to have a wall along the bottom. To this end he plays 1 and 3. White A would strengthen the right side, but Black B would reduce White's moyo.



Problem 352. Answer

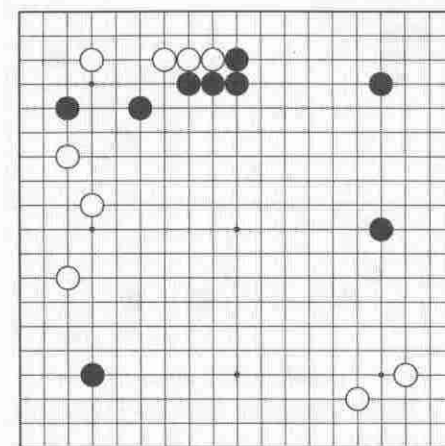
Black must extend to 1. White makes an enclosure with 2 and Black secures the upper right with 3. If Black A, White plays B–Black C–White D–Black E. White then switches to 1, neutralizing Black's wall.

Problem 353. Black to play



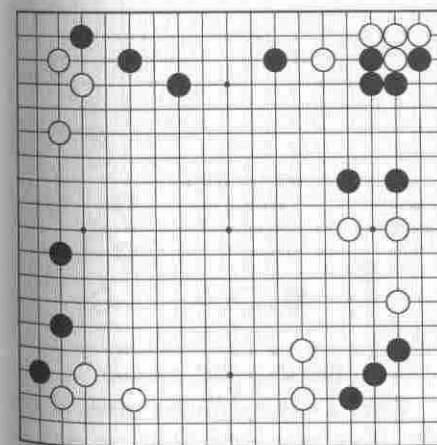
'Make a base for your stones while depriving your opponent of a base for his!' Where should Black play?

Problem 354. White to play



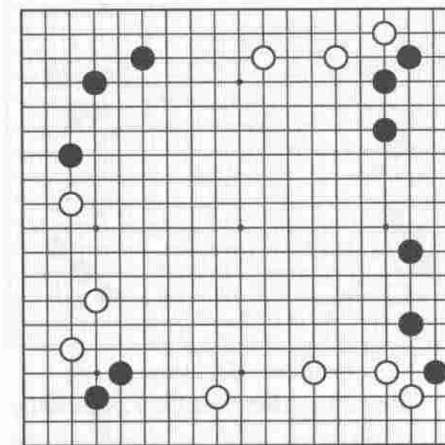
'Invade before your opponent can turn his moyo into territory!' Where should White play?

Problem 355. Black to play

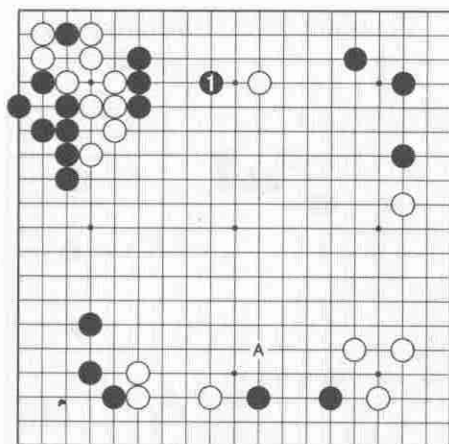


'Rob your opponent's stones of their base!' Where should Black play?

Problem 356. White to play

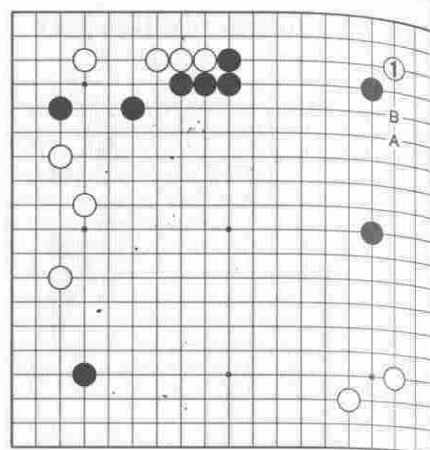


'Rob your opponent's stones of their base!' Where should Black play?



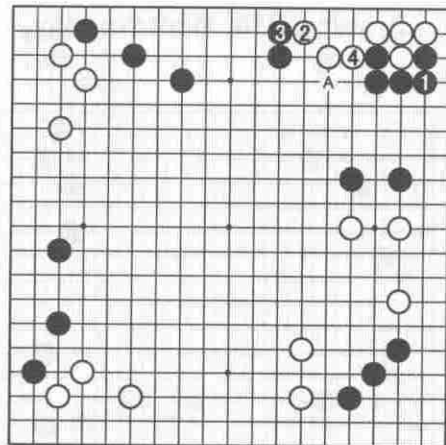
Problem 353. Answer

Black 1 is urgent. If White played at 1, Black's three stones would be under attack. Black A is another urgent move, but Black 1 is more pressing. Some way or other, Black can settle his stones at the bottom.



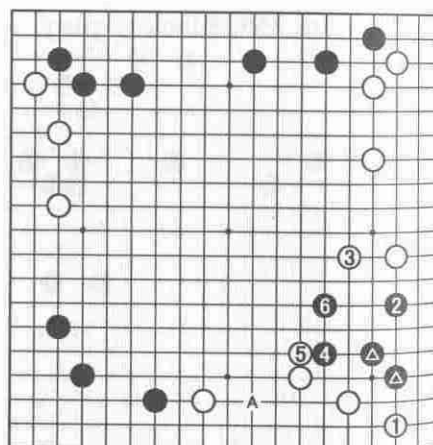
Problem 354. Answer

White must invade the corner with 1 before Black can secure his moyo by playing at 1 himself. White A is inferior: Black will attach at B and White's stone will come under attack instead of easily living with 1.



Problem 355. Answer

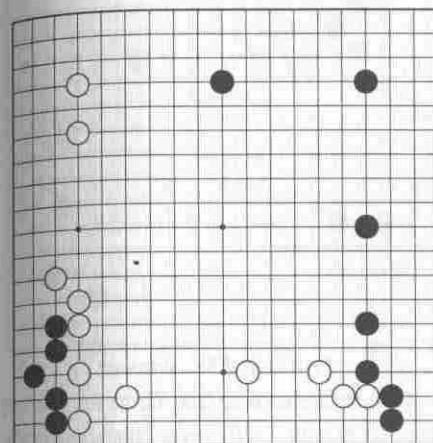
Black 1 may seem small, but it is actually the biggest move. White has to live with the sequence to 4. Black ends in sente and is satisfied with this result. Black 1 at A is thick, but the moyo it maps out is too small.



Problem 356. Answer

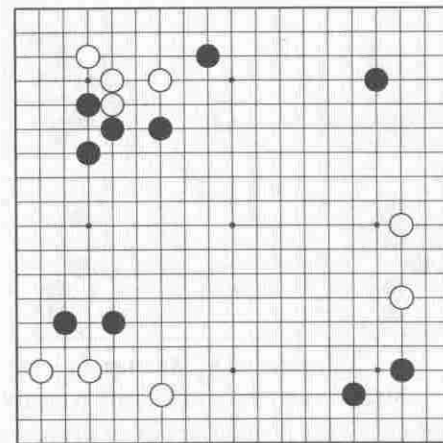
White 1 robs the marked stones of their base. Black must settle his stones with the sequence to 6, but White expands the right side with 3 and strengthens the bottom with 5, defending against an invasion at Black A.

Problem 357. Black to play



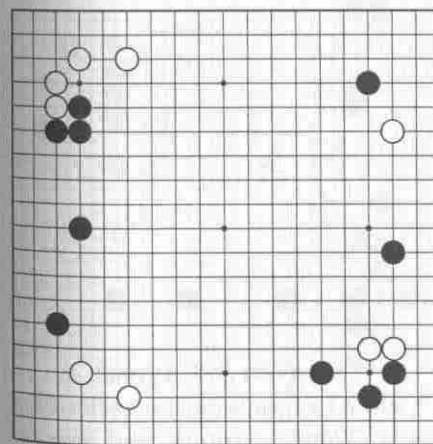
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 358. White to play



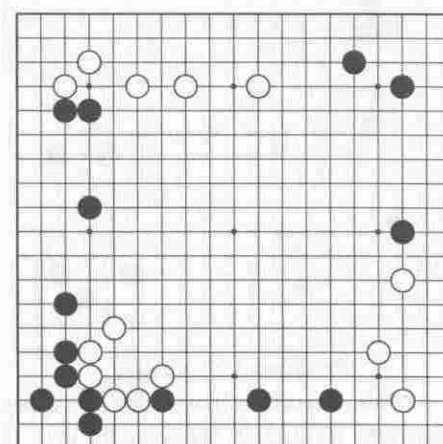
'Establish a position inside your opponent's sphere of influence!' Where should White play?

Problem 359. White to play

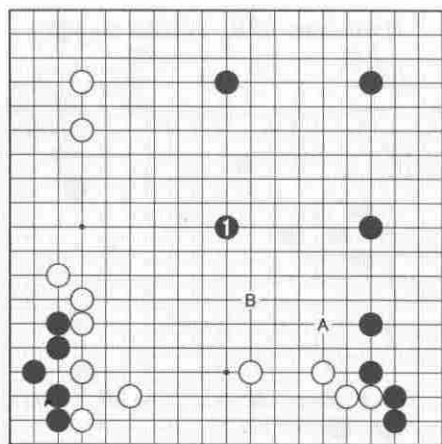


'Stabilize your position while attacking!' Where should White play?

Problem 360. Black to play

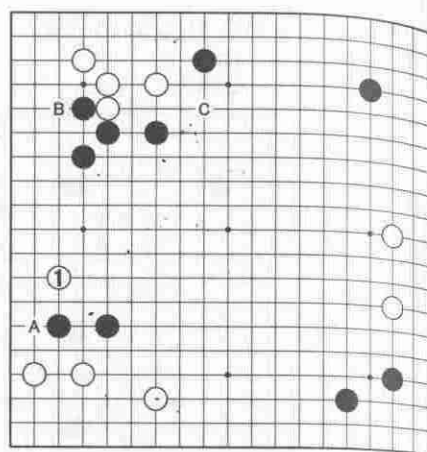


'Push back the border of your opponent's territory while expanding your own!' Where should Black play?



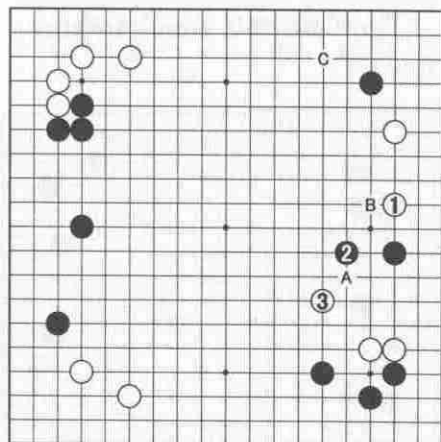
Problem 357. Answer

Black 1 maps out a vast moyo in the upper right while limiting the size of any moyo that White might construct. If White played 1, the situation would be reversed. If Black 1 at B, White expands his moyo with A.



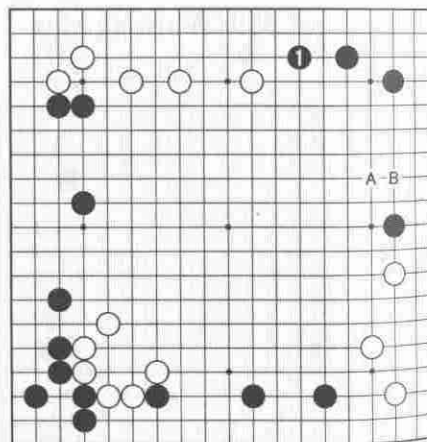
Problem 358. Answer

White threatens to link up to his marked stone at A with 1. However Black responds, White can establish a position inside Black's moyo. White B is big, but Black C is a thick strategic move, linking up his stones at the top.



Problem 359. Answer

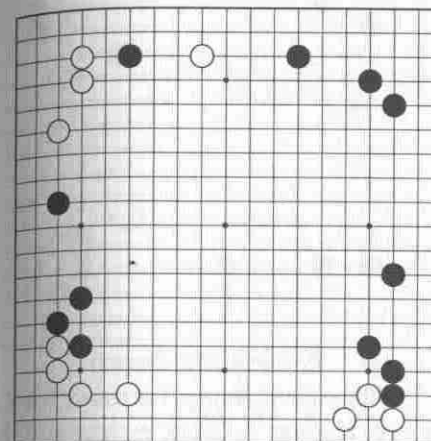
White 1 secures a position in the upper right side. If Black 2, White jumps to 3. If White 1 at A, Black B and White's stones above and below have no base. Approaching at C is bad because the right side is unsettled.



Problem 360. Answer

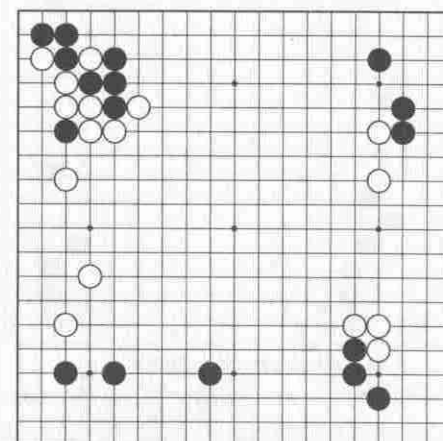
Black 1 expands Black's enclosure, reduces White's territory, and threatens White's territory at the top. Black A only defends; White will answer at 1. If Black plays elsewhere, White will invade at B.

Problem 361. White to play



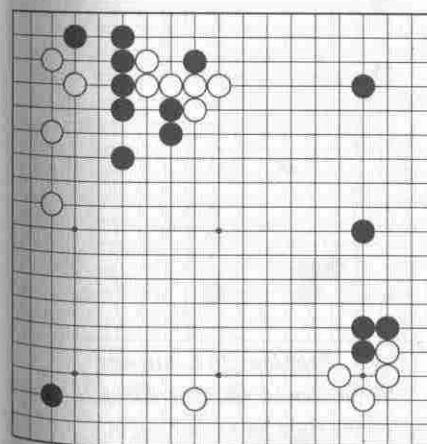
'Take profit while defending your weak stones!' Where should White play?

Problem 362. White to play



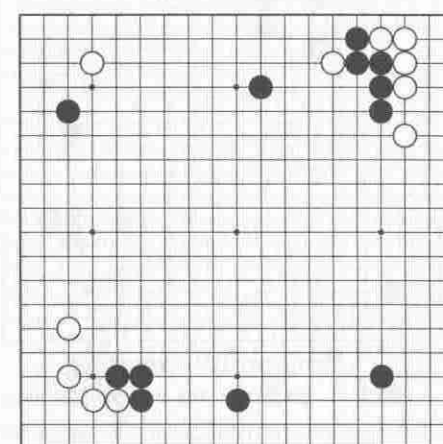
'Push back the borders of your opponent's moyo while expanding your influence!' Where should White play?

Problem 363. Black to play

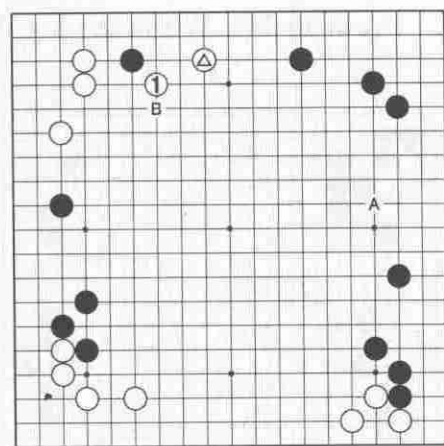


'Take profit by attacking your opponent's weak stones!' Where should Black play?

Problem 364. White to play

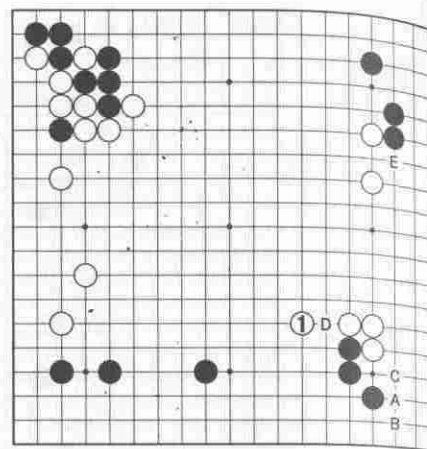


'Make a base for your weak stones while neutralizing your opponent's thickness!' How should White play?



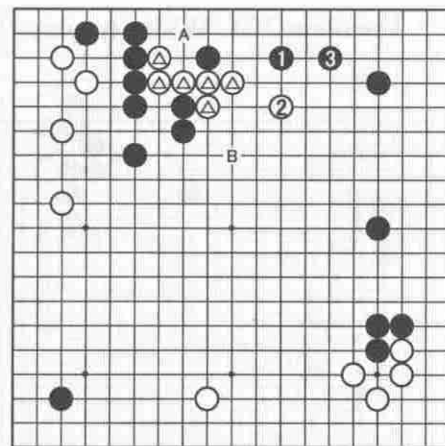
Problem 361. Answer

White 1 is an urgent move that also takes a big profit. The urge to invade the right side with A is understandable, but Black would play B and the marked stone would be under attack.



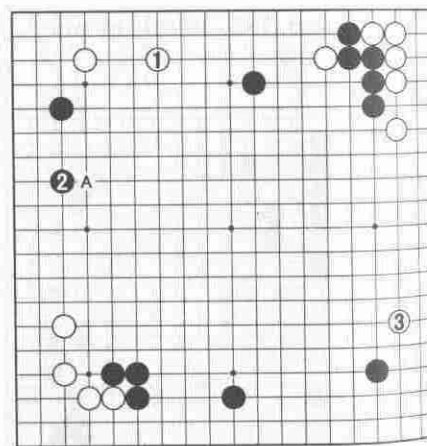
Problem 362. Answer

White should jump to 1 to reduce Black's moyo. If White A, Black exchanges B for White C, then expands his moyo by playing on the vital point of D. If White E, Black D is again the correct move.



Problem 363. Answer

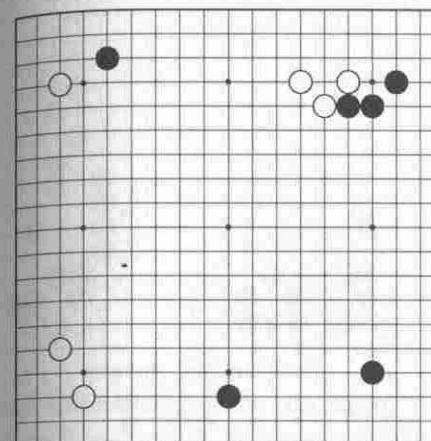
Black 1 threatens the marked stones. White must escape with 2, so Black can secure territory with 3. Next, Black can link up his stones at the top with A. Black 1 at B provokes White 3, and White takes the initiative.



Problem 364. Answer

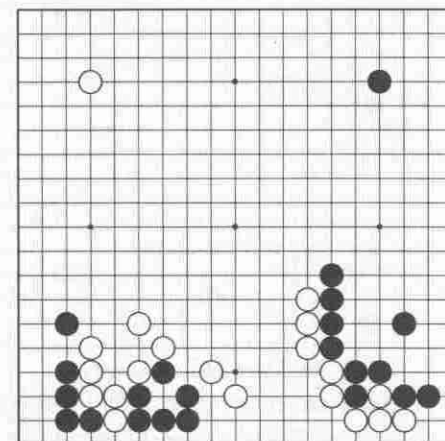
White should neutralize Black's thickness on the right by extending to 1. A pincer at A is not appropriate because Black will utilize his thickness with a counter pincer at 1. After Black 2, White can approach at 3.

Problem 365. Black to play



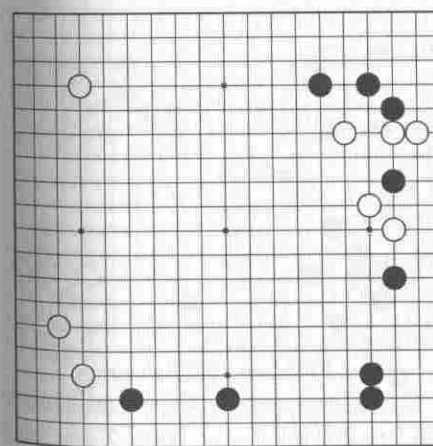
'Make a base for your stones while putting pressure on your opponent's!' Where should Black play?

Problem 366. White to play



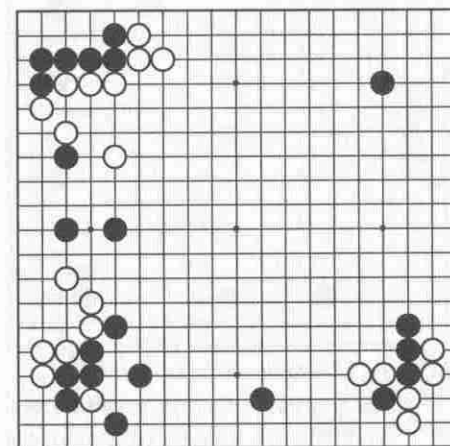
'Establish a base inside your opponent's sphere of influence!' Where should White play?

Problem 367. White to play

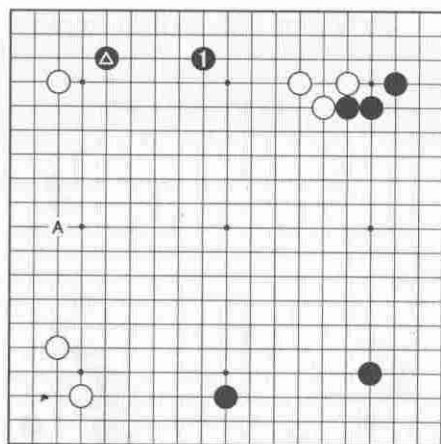


'Open up virgin territory while attacking!' Where should White play?

Problem 368. Black to play

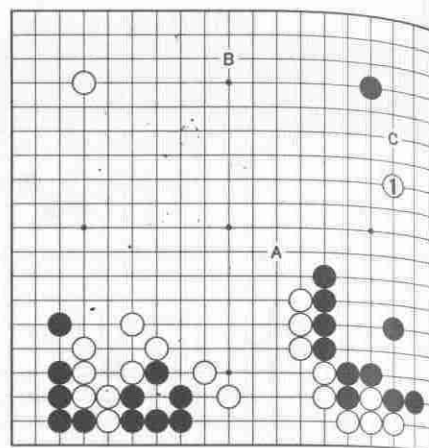


'Neutralize your opponent's thickness!' Where should Black play?



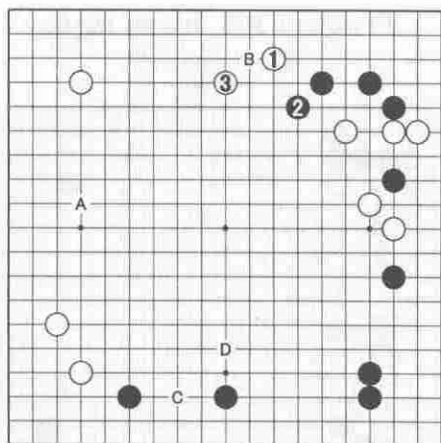
Problem 365. Answer

Black settles his stone with 1 and puts pressure on White's three stones. White 1 would attack the marked stone and also be an ideal extension. If Black A, White plays B and Black has to scramble to secure his stones.



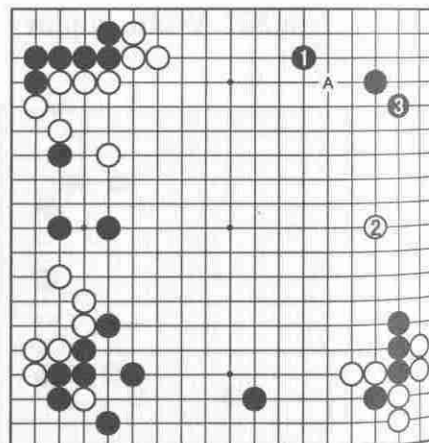
Problem 366. Answer

White can establish a foothold inside Black's moyo with 1. White A and B are also interesting points, but Black will make an enclosure with C, and a white invasion on the right side will be problematic.



Problem 367. Answer

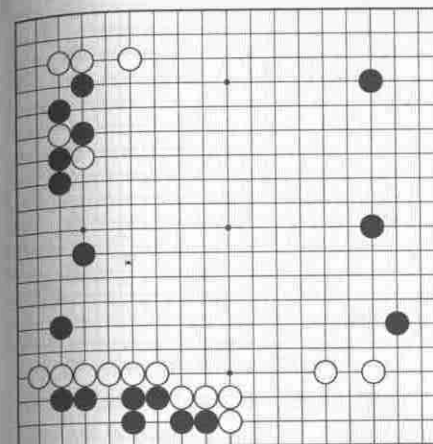
White attacks the black stones with 1. After 2, White plays 3, keeping pressure on the black stones. If White plays 1 at A, Black will defend at B. If White C, Black will answer by expanding his moyo with D.



Problem 368. Answer

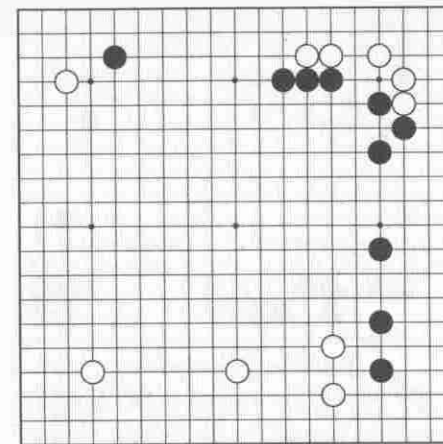
Black 1 neutralizes White's thickness on the left. If White 1 next, Black 2, and Black will aim to make sabaki with his three stones below. If Black 1 at 2, White A utilizes his thickness on the left.

Problem 369. Black to play



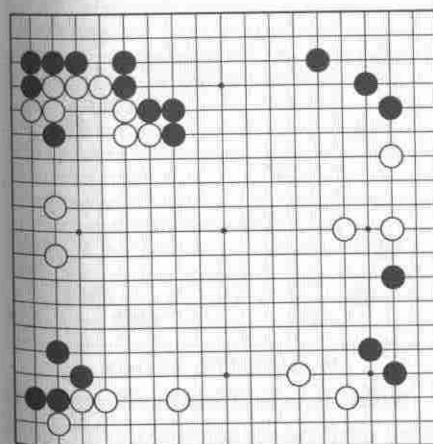
'Make your opponent defend the territory he has committed himself to!' Where should Black play?

Problem 370. Black to play



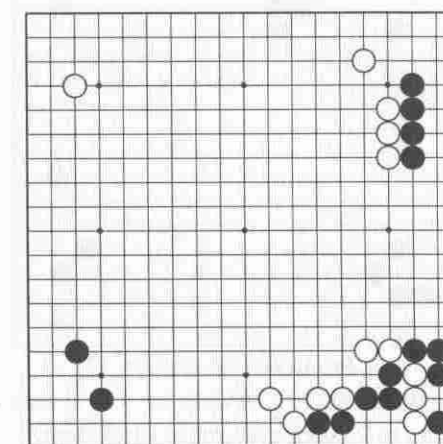
'Build a moyo with forcing moves!' Where should Black play?

Problem 371. White to play

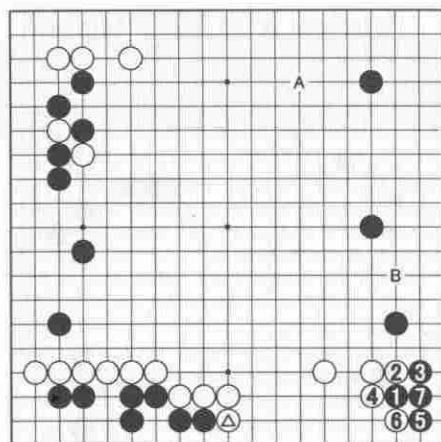


'Don't let your opponent secure his moyo!' Where should White play?

Problem 372. White to play

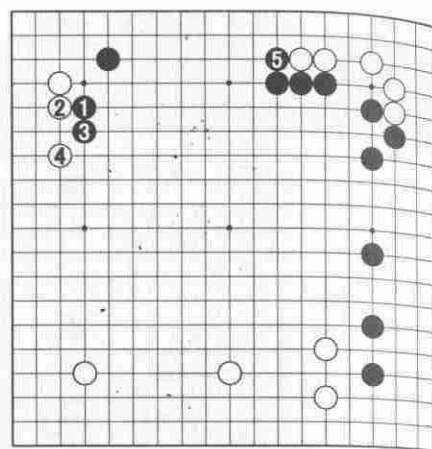


'Extend from thickness and strive for a balanced position!' Where should White play?



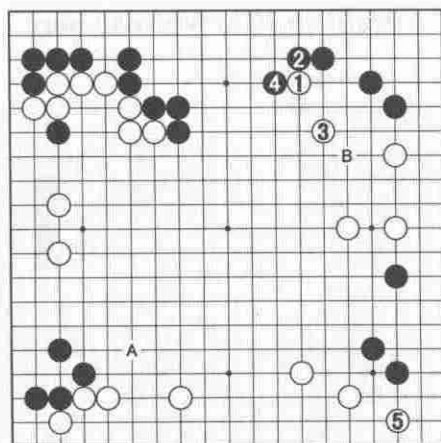
Problem 369. Answer

By playing the marked stone, White has committed himself to the bottom territory. Thus, when Black invades at 1, he has to block with 4, so Black takes profit on the right. If Black 1 at A, White defends at 3, aiming at B.



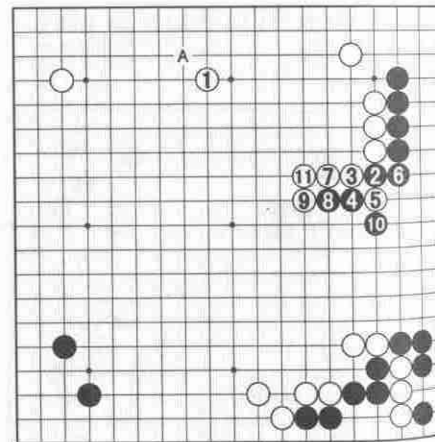
Problem 370. Answer

Black forces with 1 and 3, then, after 4, he turns with 5, building a moyo at the top. If Black simply turns at 5, White moves into the center with 1.



Problem 371. Answer

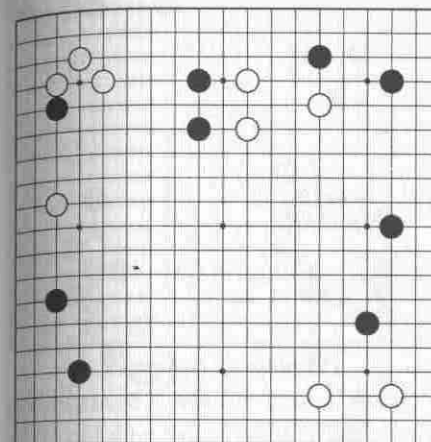
White makes a shoulder hit with 1, then jumps to 3, limiting the size of Black's moyo. If Black 4 next, White takes the lead with 5. If White first plays at A or 5, Black attacks with B, and White can't reduce Black's moyo.



Problem 372. Answer

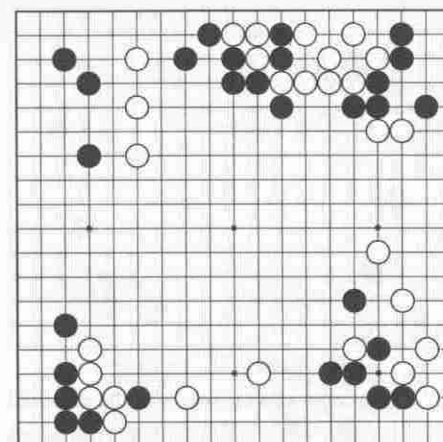
White 1 is an ideal extension from the wall on the right and the stone on the left. Black pushes up with 2, but White increases the scale of his moyo with the sequence to 11. If White 1 at 2, Black will invade the top with A.

Problem 373. Black to play



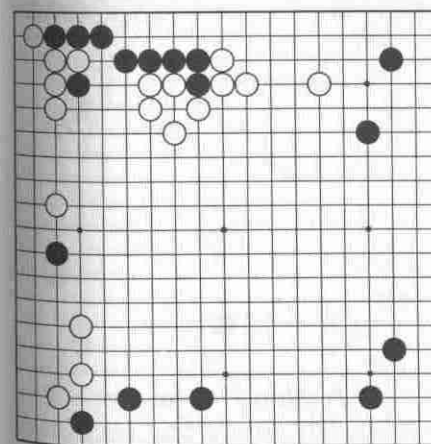
'Don't let your opponent take a big profit!' Where should Black play?

Problem 374. Black to play



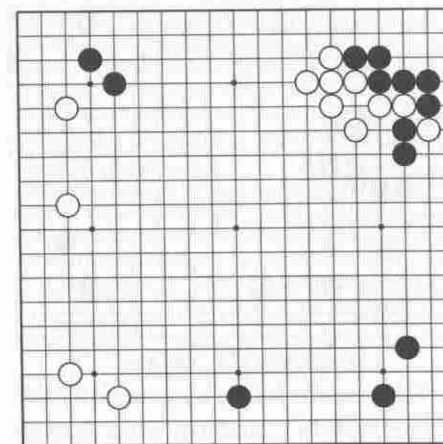
'Build influence and take territory by attacking your opponent's weak stones from afar!' Where should Black play?

Problem 375. Black to play

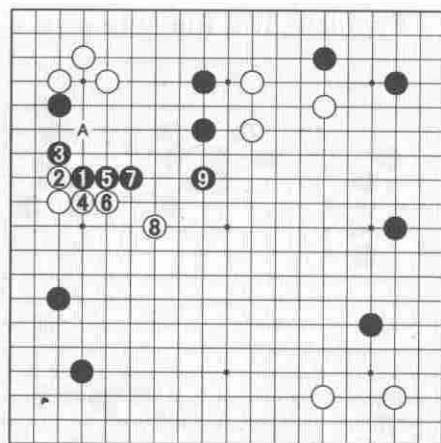


'Secure your stones by attacking your opponent's weak ones!' Where should Black play?

Problem 376. White to play

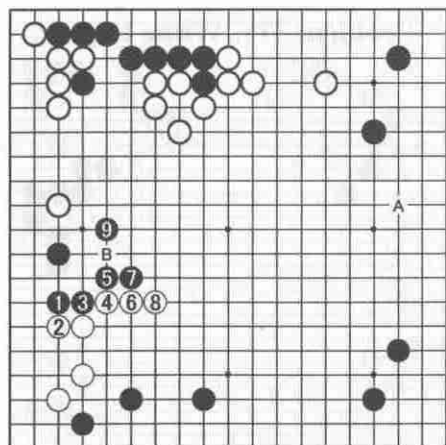


'Extend from your thickness while attacking your opponent's weak stones!' Where should White play?



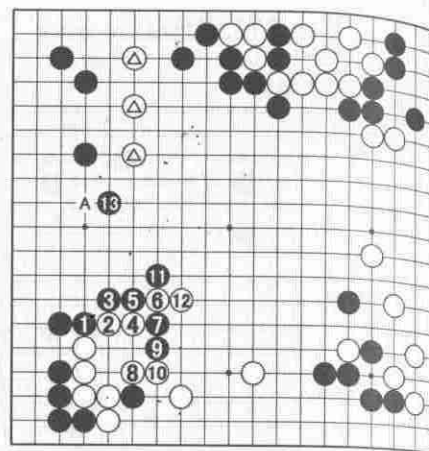
Problem 373. Answer

Black can settle the top with the shoulder hit of 1. After White 8, Black unites his stones by jumping to 9. White is now on the defensive. If Black 1 at 9, White A secures profit and Black's stones at the top still need a base.



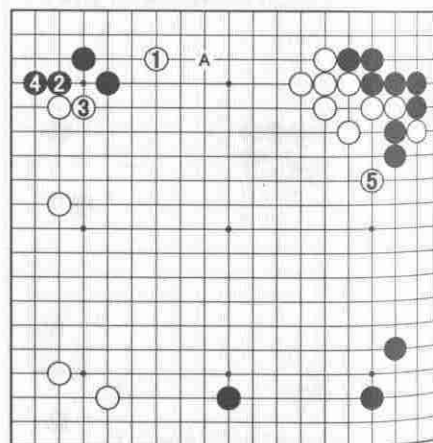
Problem 375. Answer

Black must reinforce his stone on the left, so he extends to 1, attacking White's stones. He then makes shape up to 7. After 8, Black fortifies his position with 9. If Black 1 at A, White B paralyzes the black stone.



Problem 374. Answer

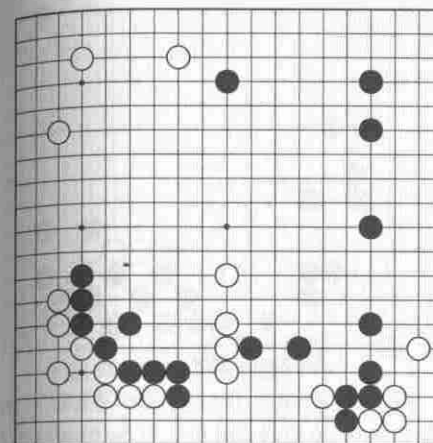
Black builds influence by exploiting White's bad aji at the bottom with 1 to 11. He then stakes out territory with 13 while attacking the marked stones. If Black 1 at A, White will play 3, limiting Black's territory and reaching out to the marked stones.



Problem 376. Answer

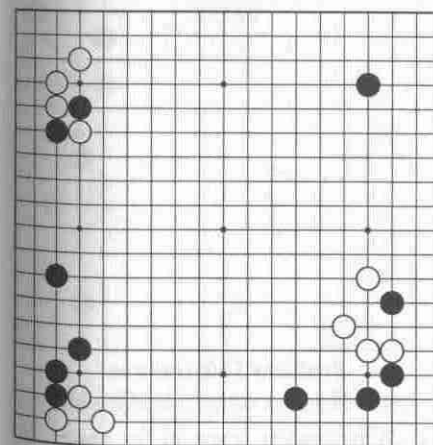
White fully extends from his thickness with 1, forcing Black to secure his corner with 2 and 4. Next, he forestalls a black expansion on the right with 5. If White 1 at 5, Black A.

Problem 377. Black to play



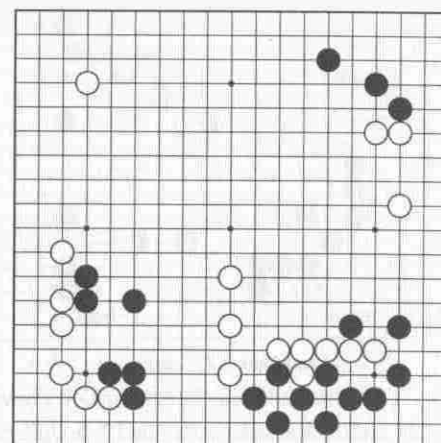
'Build a moyo while attacking!' Where should Black play?

Problem 379. Black to play



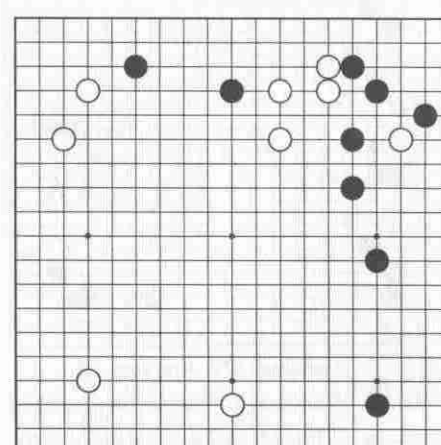
'Get two moves by making a sacrifice!' Where should Black play?

Problem 378. Black to play

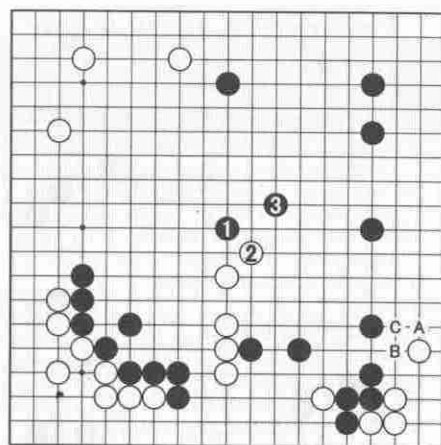


'Make your opponent commit himself before reducing his moyo!' Where should Black play?

Problem 380. Black to play

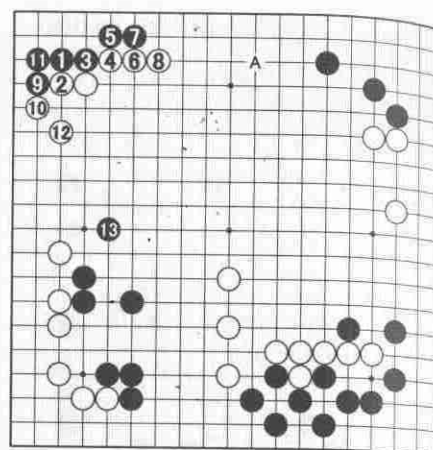


'Make a base for your stones by attacking your opponent's base!' Where should Black play?



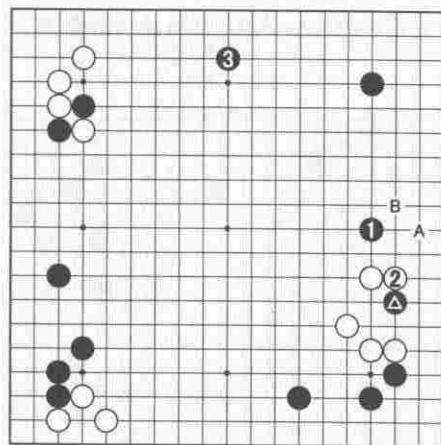
Problem 377. Answer

The white stones at the bottom don't have eyes, so Black attacks with 1 and 3, building a moyo in the upper right. Black A is also big, but after White B–Black C, White jumps to 1 and his stones are safe.



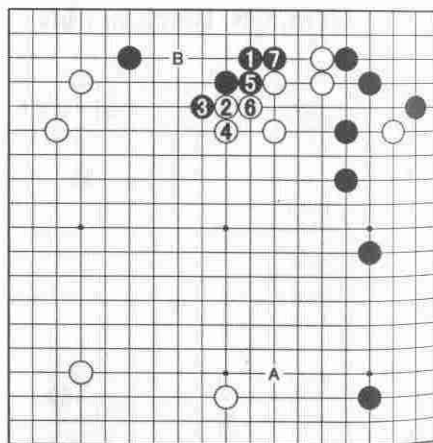
Problem 378. Answer

Black should first probe White's response to an invasion at 1. If he blocks at 2 and plays the sequence to 12, Black will jump to 13. If White 2 at 3, Black will extend to A after the joseki is played out.



Problem 379. Answer

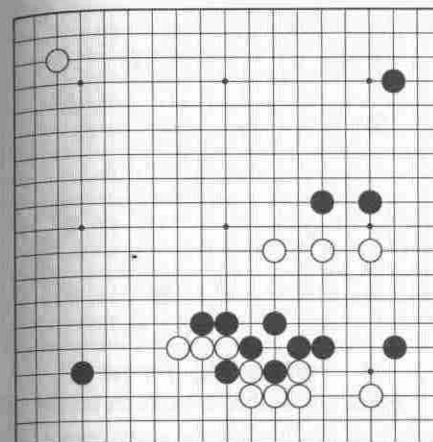
Black threatens to rescue his marked stone, so White engulfs it with 2. Now Black can extend to 3, and the aji of Black A still remains. If Black 1 at 3, White will extend to B and he takes the initiative.



Problem 380. Answer

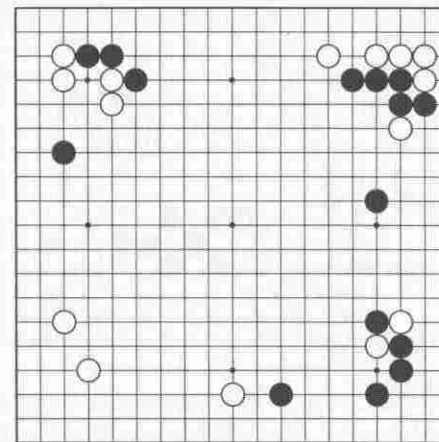
Black threatens White's stones with 1. Up to 6, White makes shape in the center, but Black continues to attack with 7. Black A is big, but White would then invade at B. After 7, White B is no longer a viable invasion.

Problem 381. Black to play



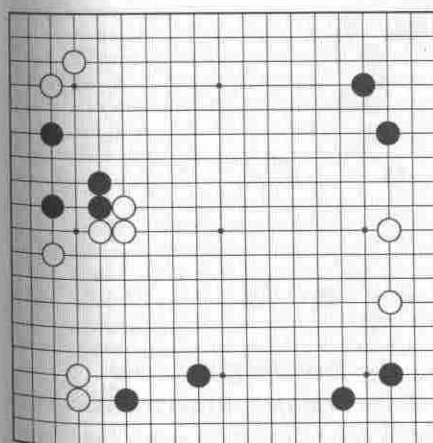
'Drive your opponent's weak stones into your thickness to gain profit!' Where should Black play?

Problem 382. Black to play



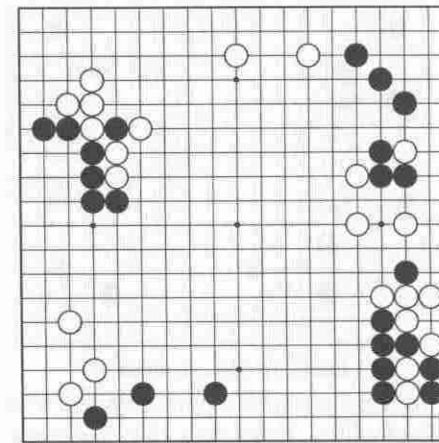
'Make a base for your weak stones!' Where should Black play?

Problem 383. Black to play

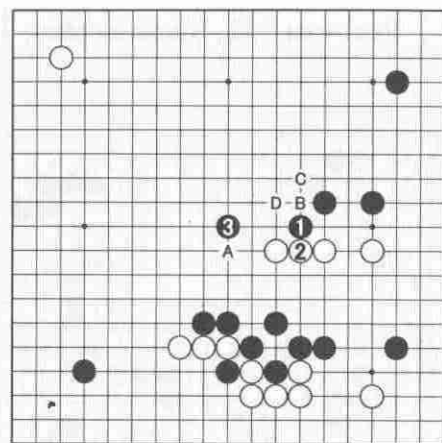


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 384. White to play

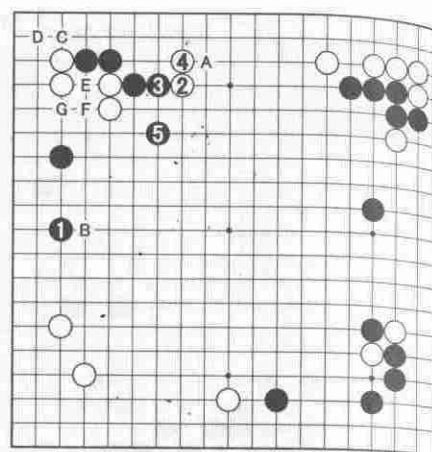


'Attack your opponent's stones while defending your own!' Where should White play?



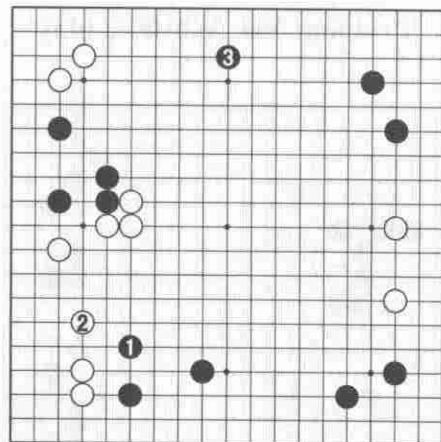
Problem 381. Answer

Black peeps with 1, then engulfs White's stones with 3. Even if White lives, Black will build influence as White's stones escape. If Black 1 at A, White responds with B—Black C—White D, and his stones are out in the open.



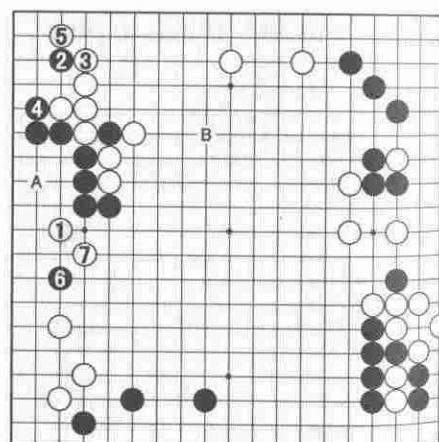
Problem 382. Answer

Black establishes a position on the left with 1. If Black plays the joseki move of A instead, White will take control of the left side with B. After Black 5, Black can aim at C—White D—Black E—White F—Black G.



Problem 383. Answer

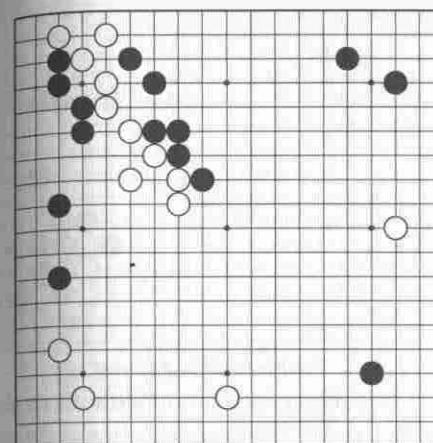
Black 1 is the vital point. White has to defend with 2. Black then switches to the top with 3. If Black simply extends to 3, White will play at 1, building a moyo while attacking Black's stones at the bottom.



Problem 384. Answer

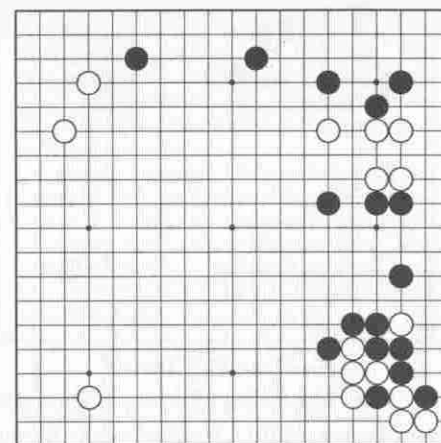
White 1 aims at A. Black can create aji with 2 and 4, then counterattack with 6. But White 7 splits Black's stones in two. White 1 at B secures the top, but Black 6 takes territory on the left while attacking White's stones below.

Problem 385. White to play



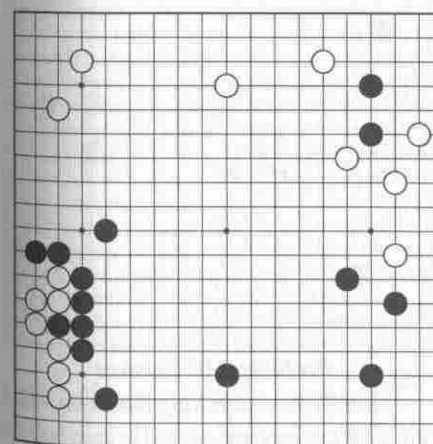
'Secure your weak stones!' 'Keep the initiative in the center!' Where should White play?

Problem 386. White to play



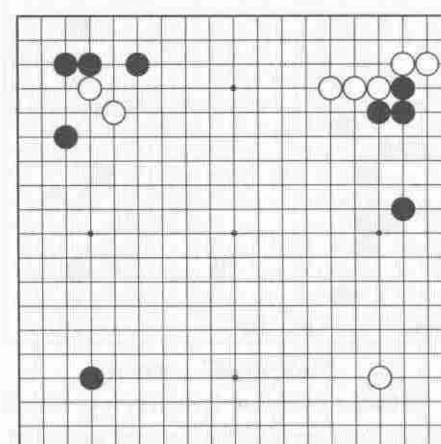
'Secure your weak stones by leaving a defect in your opponent's position!' Where should White play?

Problem 387. Black to play

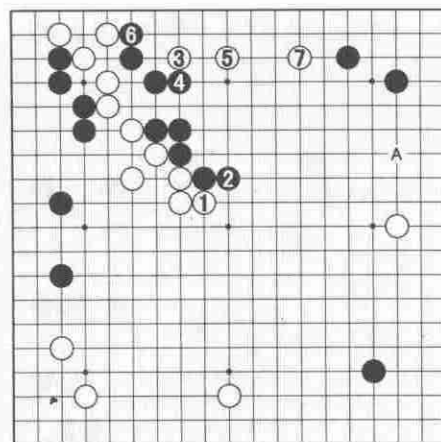


'When your stones are outnumbered, make sabaki by attaching!' Where should Black play?

Problem 388. White to play

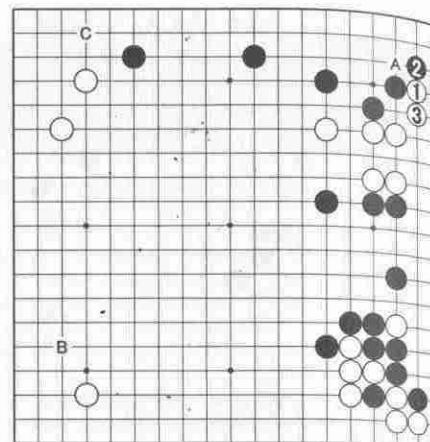


'Build a moyo by attacking your opponent's weak stones!' Where should White play?



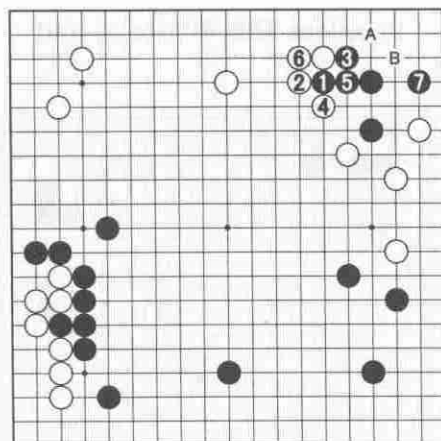
Problem 385. Answer

White first makes thickness in the center by exchanging 1 for 2. He then invades the top with 3 and 5 in sente and settles his stones there with 7. If White 1 at A, Black pushes up with 1 and White's stones are vulnerable.



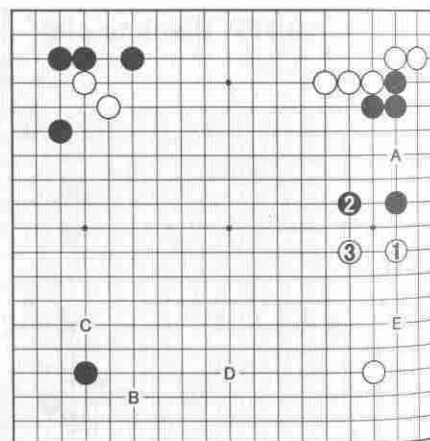
Problem 386. Answer

It is urgent for White to settle his stones with 1 and 3. White can now aim at the cut of A. White 1 at B or C is big, but Black will attack White's base with 3, and White will be in trouble.



Problem 387. Answer

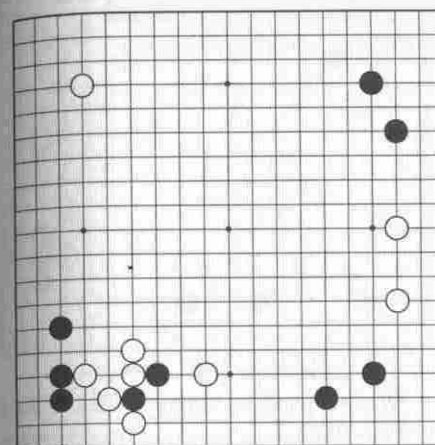
Black attaches at 1, then blocks with 3. White confines the black stones to the corner, but Black easily lives with the sequence to 7. Black might live by playing 1 at 3, A, or B, but it would not be as easy.



Problem 388. Answer

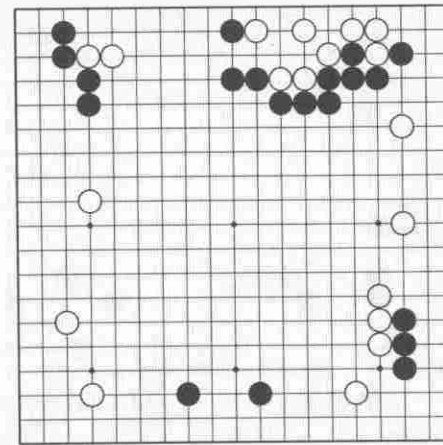
White makes a checking extension with 1, aiming at the invasion of A. He then builds a moyo with 3. White 1 at B is certainly big, but, after Black C–White D–Black E, Black has an excellent opening.

Problem 389. Black to play



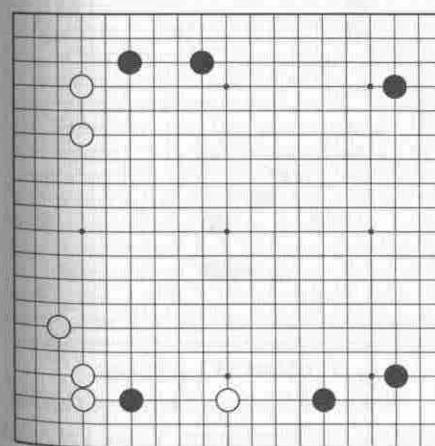
'Open up virgin territory!' 'Play where few stones have been played!' Where should Black play?

Problem 390. White to play



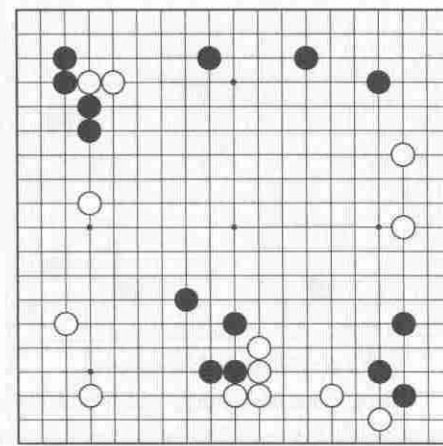
'Expand your territory while attacking your opponent!' Where should White play?

Problem 391. Black to play

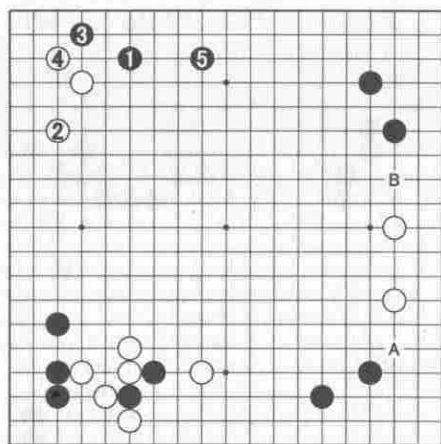


'Play moves that unite your stones into one strategic force!' 'Extend from two positions!' Where should Black play?

Problem 392. White to play

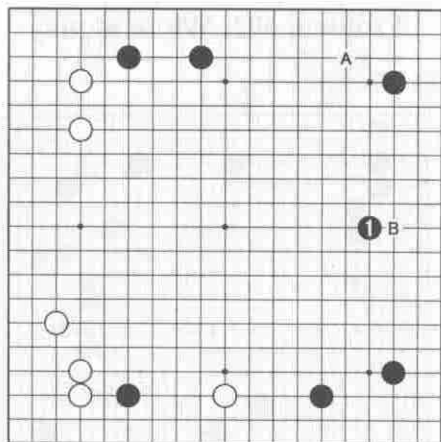


'Make your opponent defend the territory he has committed himself to!' Where should White play?



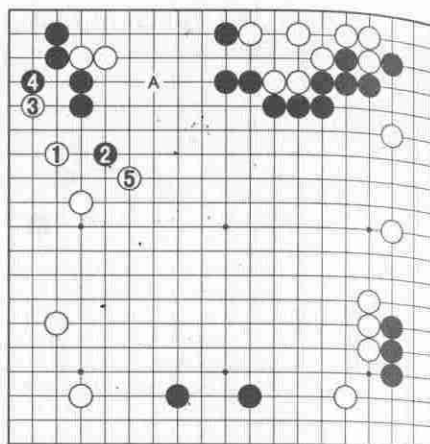
Problem 389 Answer

Black plays at the top with 1, taking territory and establishing a stable position there. Black 1 at A secures the corner, but, since there isn't a stone at B, it's not really an attack on White's stones above.



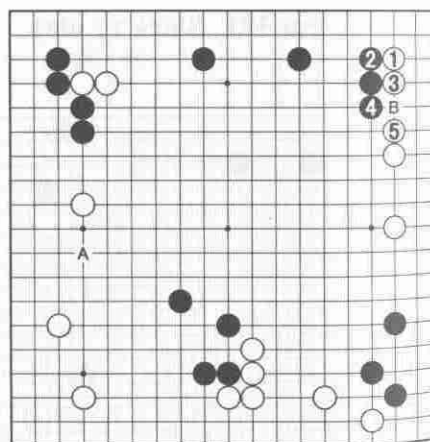
Problem 391. Answer

Black maps out a moyo with 1 and all his stones from the top left to the bottom right are working together. If Black 1 at A, White B breaks up Black's position on the right.



Problem 390. Answer

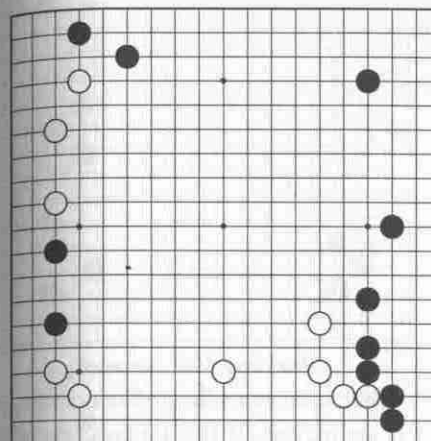
White expands his territory with 1. If Black 2, White 3 threatens to uproot Black's stones. Next, White 5 blocks Black's expansion into the center. If White 1 at A, Black 1 is big, and White's three stones at the top are heavy.



Problem 392. Answer

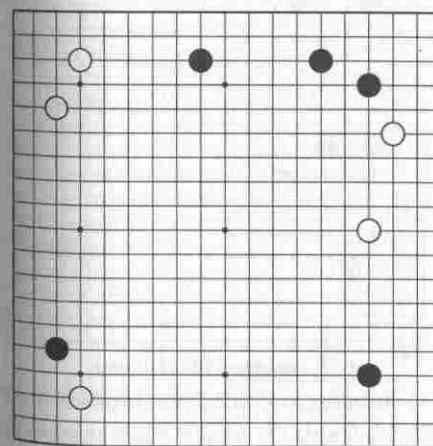
White 1 to 5 takes a lot of profit and denies Black territory there. White 1 at A is a good defensive point, but Black B is too big. Compare this result with the sequence to White 5.

Problem 393. White to play



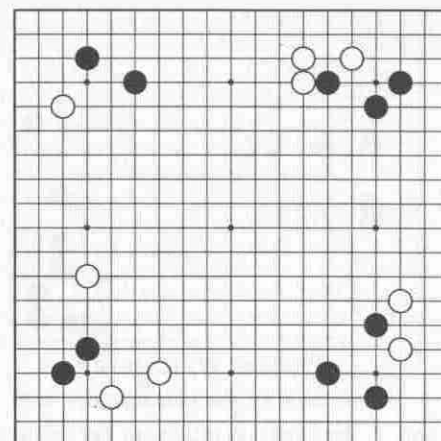
'Expand your moyo by attacking your opponent's stones!' Where should White play?

Problem 395. Black to play



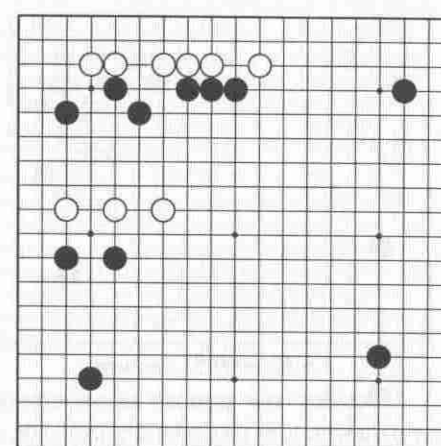
'Expand your position while threatening your opponent's stones!' Where should Black play?

Problem 394. Black to play

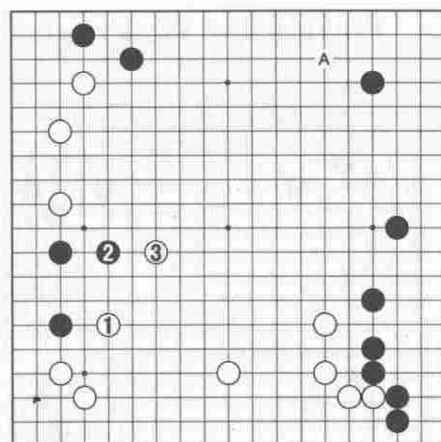


'Rob your opponent's stones of their base while making one for your own!' Where should Black play?

Problem 396. White to play

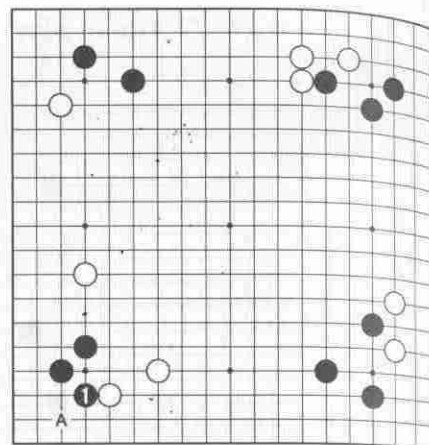


'Defend your stones by attacking your opponent's!' Where should White play?



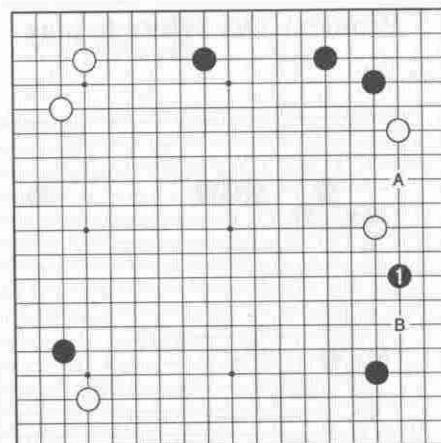
Problem 393 Answer

White attacks the black stones with 1 and 3, building a moyo at the bottom. White 1 at A is also big, but Black will jump to 1 and White will not get much territory at the bottom.



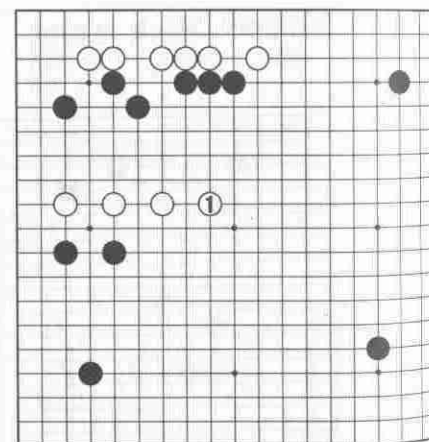
Problem 394 Answer

Black can attach in all four corners, but 1 is the biggest. If Black plays one of the other three attachments, White slides to A and the attack against Black's two stones is the most severe.



Problem 395 Answer

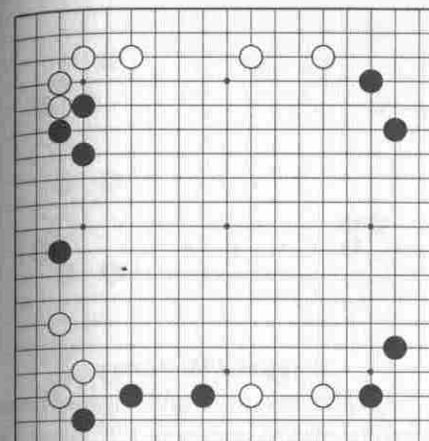
Black not only expands his position on the right with 1, he also threatens to invade at A. If Black omits this move, White will expand his position with B. The difference between these two moves is huge.



Problem 396 Answer

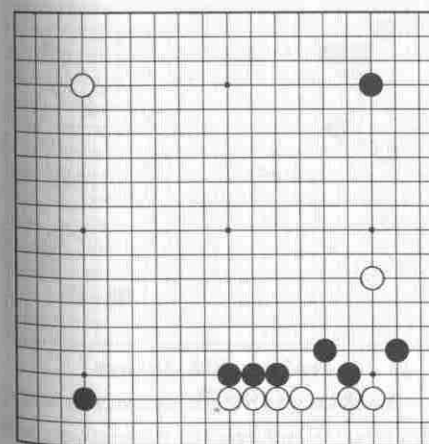
Jumping to White 1 puts pressure on the six black stones above while reinforcing his own. If White plays elsewhere, Black will cap White's three stones with 1 and Black will have taken the initiative.

Problem 397. Black to play



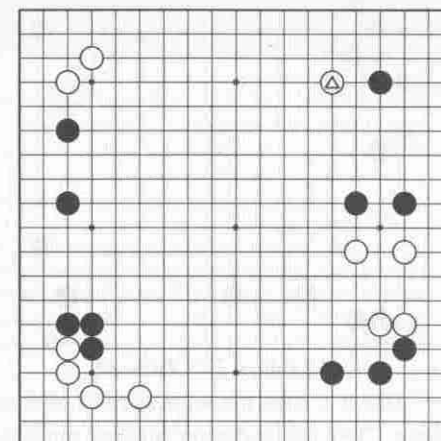
'Rob your opponent's stones of their base while securing your own!' Where should Black play?

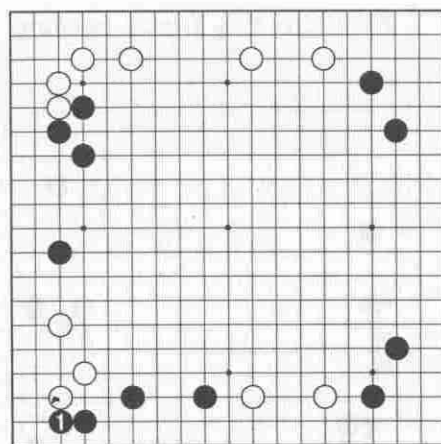
Problem 399. Black to play



'Use your thickness to attack!' How should Black play?

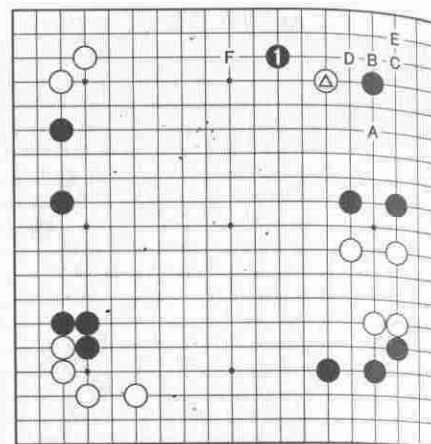
Problem 398. Black to play





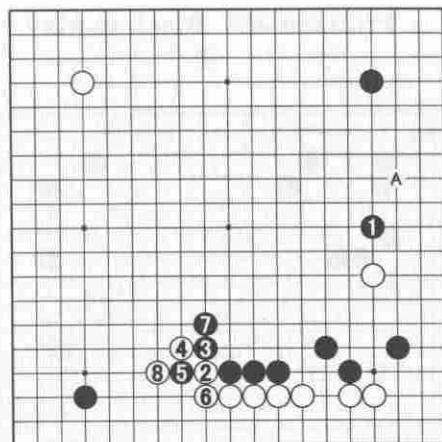
Problem 397 Answer

Black 1 robs the white stones of their base. They are in danger, so they must escape into the center. If White were to play 1, it would be Black's stones that are threatened while White's would be secure.



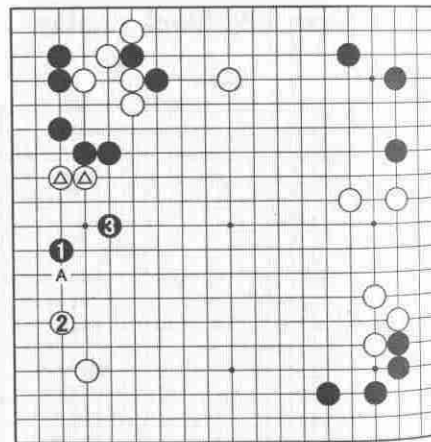
Problem 398 Answer

Black is strong in the upper right, so he can attack the marked stone with 1. If Black 1 at A, White plays B—Black C—White D—Black E—White F, establishing a position at the top and leaving Black's stones overconcentrated.



Problem 399 Answer

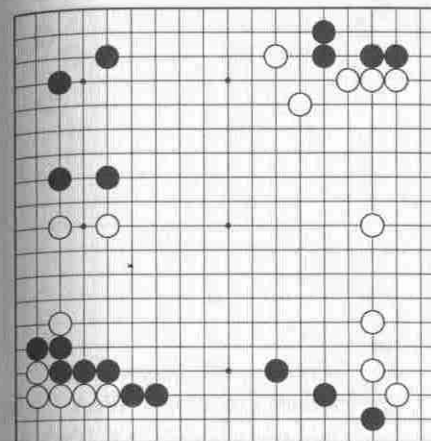
Black takes control of the right side with the pincer of 1. If White resists with 2, Black's right side becomes even stronger after the sequence to 7. Black 1 at 2 is thick, but this thickness would be neutralized by White A.



Problem 400 Answer

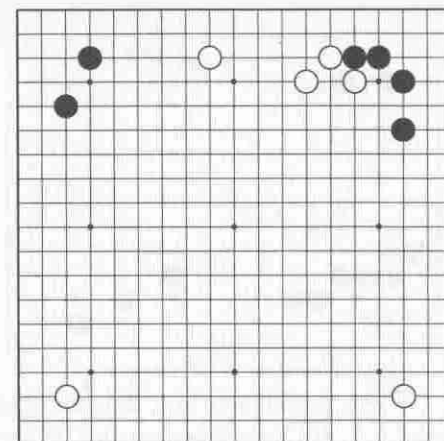
Black attacks the marked stones with 1. If White 2, Black engulfs those stones with 3. If White 2 at 3, Black extends to 2. The approach of Black 2 is not good: White will extend to A.

Problem 401. White to play



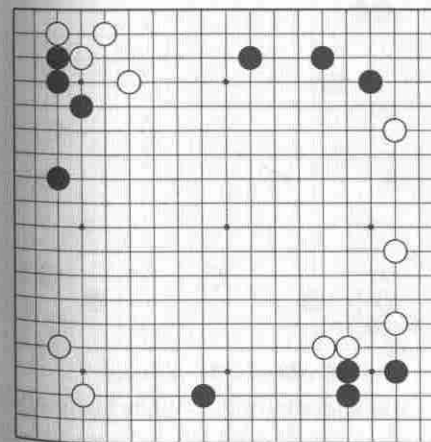
'Strengthen your weak stones by threatening your opponent's!' Where should White play?

Problem 402. Black to play



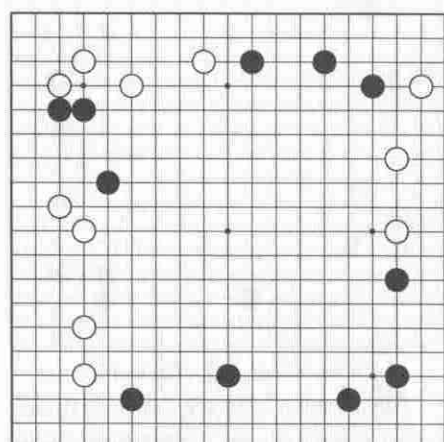
'Expand your territory while threatening your opponent's stones!' Where should Black play?

Problem 403. Black to play

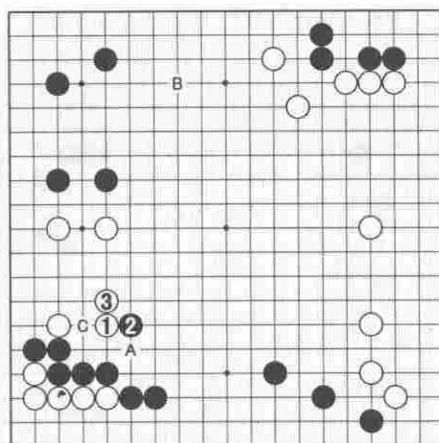


'Invade your opponent's overextended position!' Where should Black play?

Problem 404. Black to play

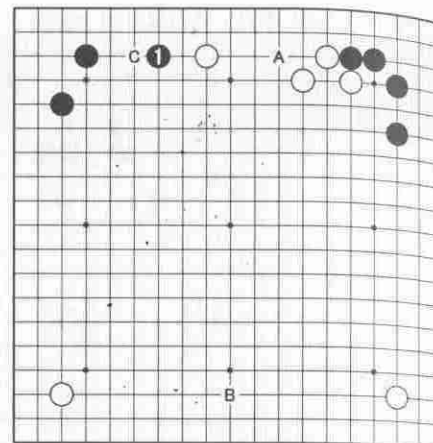


'Force your opponent to defend territory he has committed himself to!' Where should Black play?



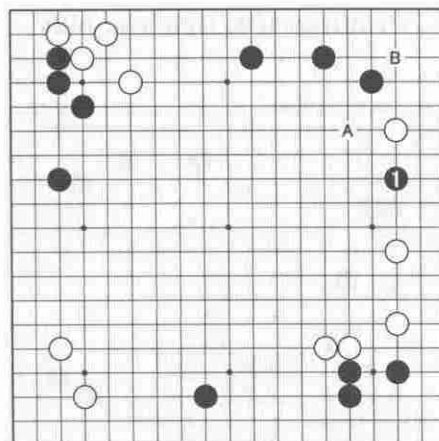
Problem 401. Answer

White should jump to 1, threatening to peep at A. If Black defends with 2, White secures his stones on the left with 3. White B is also big, but White's stones would be in trouble after Black C.



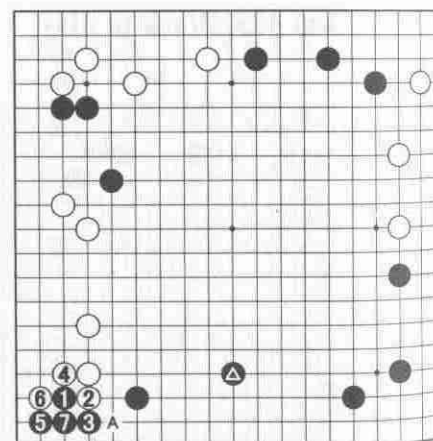
Problem 402. Answer

The checking extension of Black 1 is big because it threatens to invade at A. Black B is also big, but White would then extend to C. Approach moves against White's stones on the 3–3 points are miai, so they are not urgent.



Problem 403. Answer

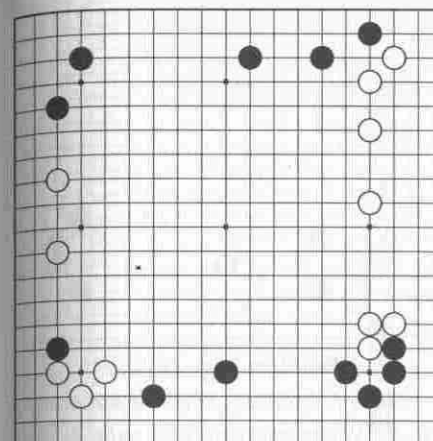
The invasion of Black 1 is good timing. If Black were to play elsewhere, White would jump to A and his framework on the right would be ideal. White A would also aim at the invasion of B.



Problem 404. Answer

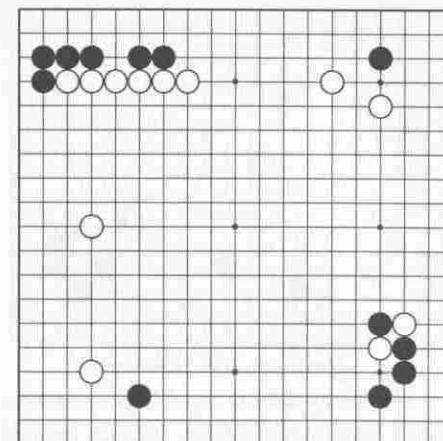
Black invades with 1. White has invested too many stones on the left, so he can't block at A with 4. In addition, the marked stone would neutralize White's wall. White has to compromise and play the sequence to 6.

Problem 405. Black to play



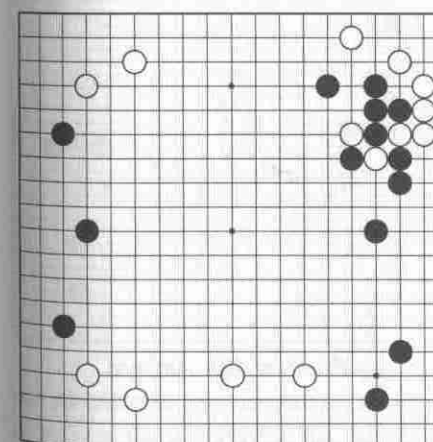
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 406. Black to play



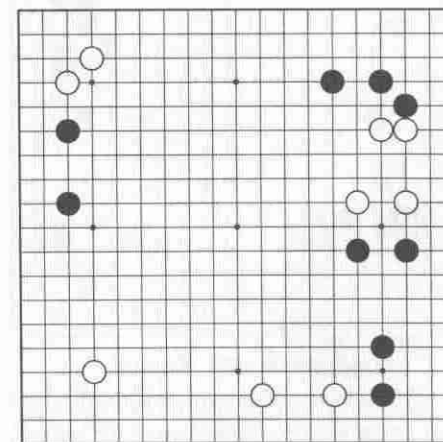
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 407. Black to play

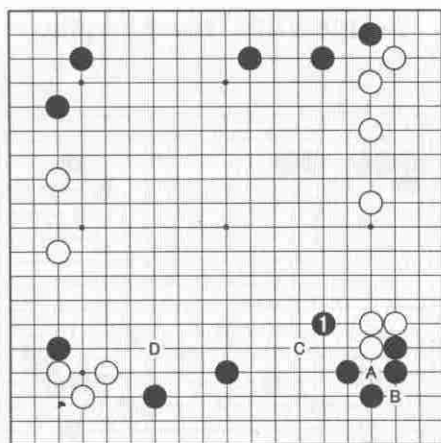


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 408. Black to play

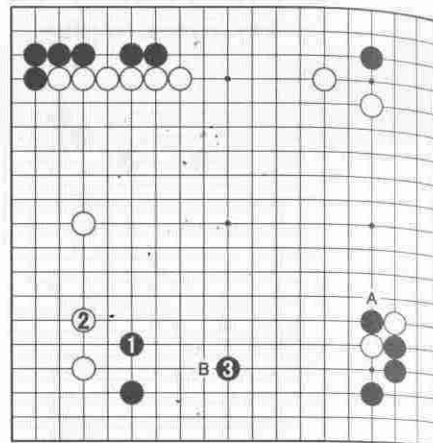


'Defend your weak stones by making an extension!' Where should Black play?



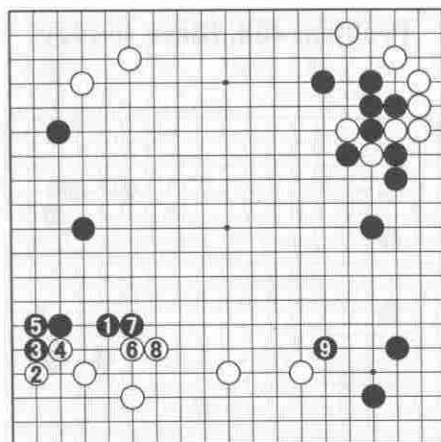
Problem 405. Answer

Black expands his moyo with 1 and stops White from expanding his. If Black omitted this move, White A-Black B-White C would be sente. Black D also expands Black's moyo, but it's a bit out of focus.



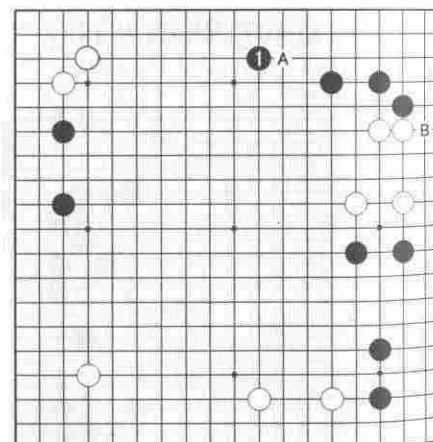
Problem 406. Answer

Black 1 threatens White's stone on the left, so White must defend with 2. Next, Black stakes out the bottom with 3. Black would also like to play A, but White B would neutralize Black's wall.



Problem 407. Answer

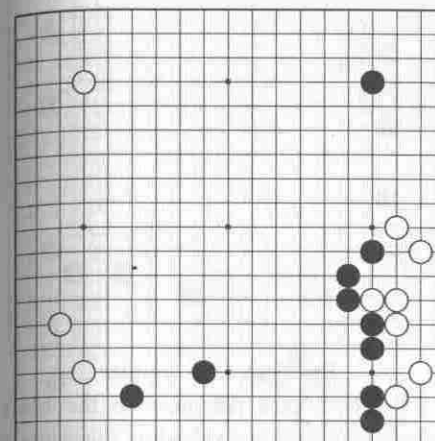
Black expands his moyo on the left with 1 and limits White's expansion at the bottom. White defends the corner with the sequence to 6, but ends in gote with 8. Now Black can expand his moyo on the right with 9.



Problem 408. Answer

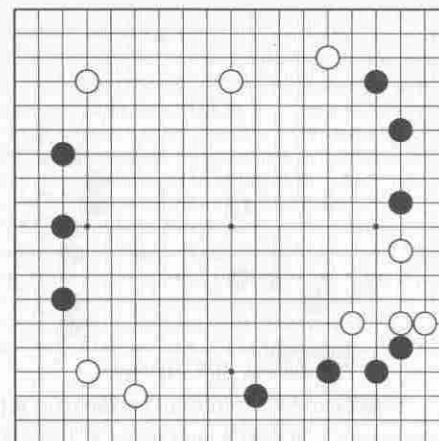
Black 1 is the perfect point to take the corner territory and prevent an attack at White A. Next, Black threatens White's stones on the right with a hane at B.

Problem 409. Black to play



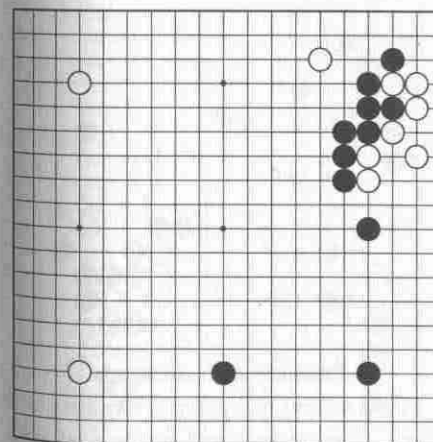
'Secure your moyo just before your opponent invades it!' Where should Black play?

Problem 410. White to play



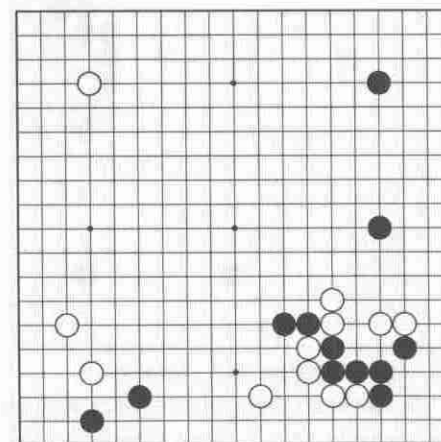
'Expand your moyo while threatening your opponent's stones!' Where should White play?

Problem 411. White to play

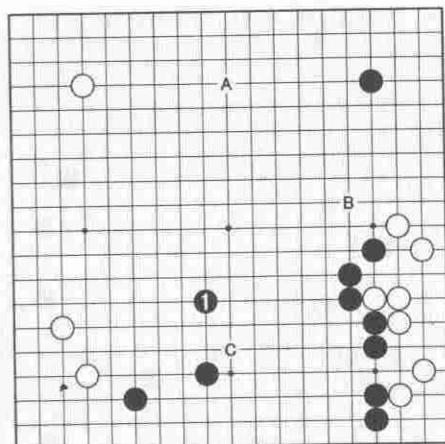


'Neutralize your opponent's thickness!' Where should White play?

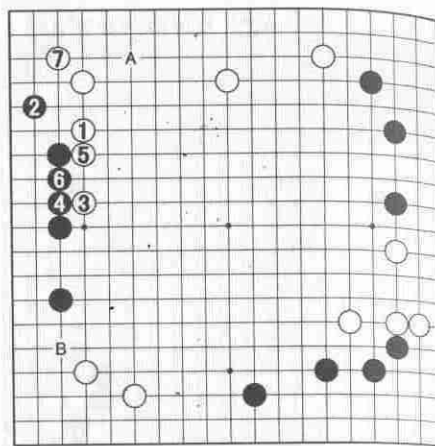
Problem 412. Black to play



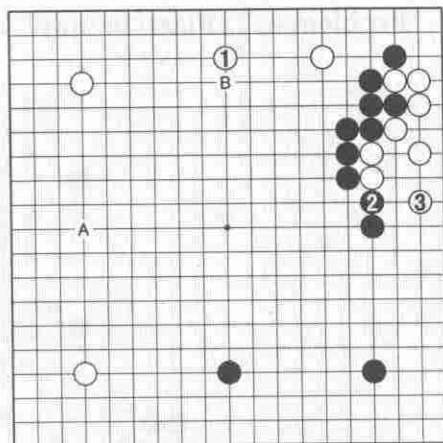
'Rob your opponent's stones of their base while making one for your own!' Where is Black's tesuji?

**Problem 409. Answer**

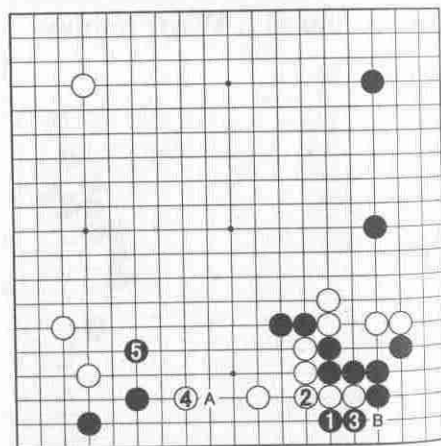
Black can secure most of his moyo as territory with 1. If White next plays A, Black B increases the size of the moyo even more. Black 1 at A is a big extension, but White C will erase most of Black's moyo.

**Problem 410. Answer**

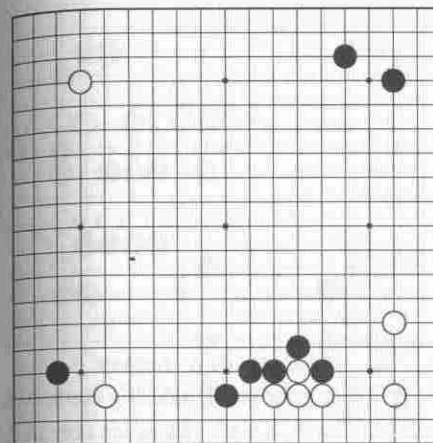
White 1 puts pressure on the black stones below while expanding his moyo at the top. White 1 at A is passive. If White plays 1 at B, Black will take the initiative with a second approach at A.

**Problem 411. Answer**

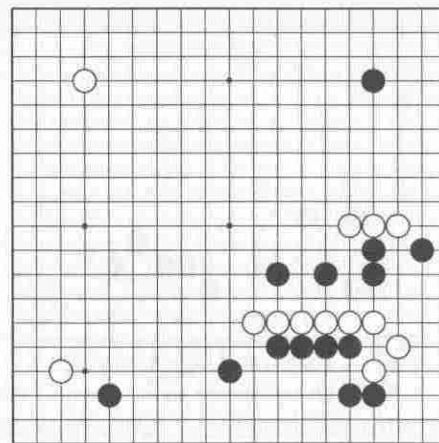
White neutralizes Black's thick wall in the top right with 1. Next, White answers Black 2 by jumping lightly to 3. White 1 at A is also big, but, after Black B, Black's thickness radiates throughout the board.

**Problem 412. Answer**

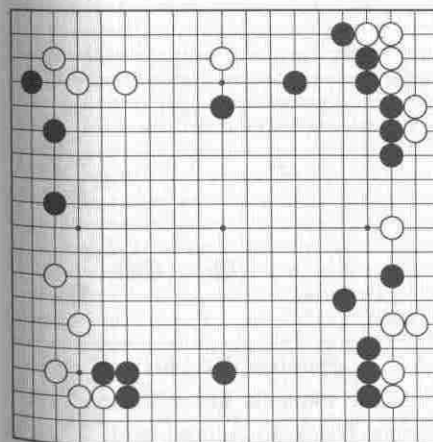
Black secures his corner by attaching at 1. After 3, White extends to 4, but he is left with weak stones on the right and at the bottom after Black 5. If Black 1 at A, White secures his stones in sente with B.

Problem 413. Black to play

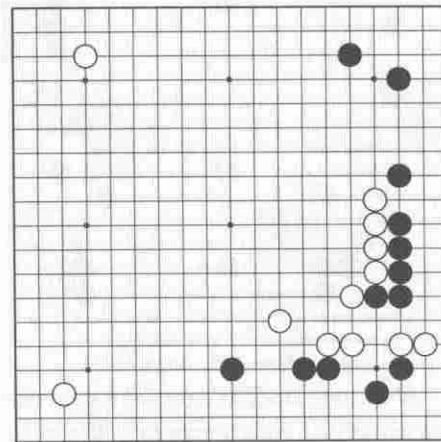
'Use your thickness to attack your opponent's weak stones!' Where should Black play?

Problem 414. White to play

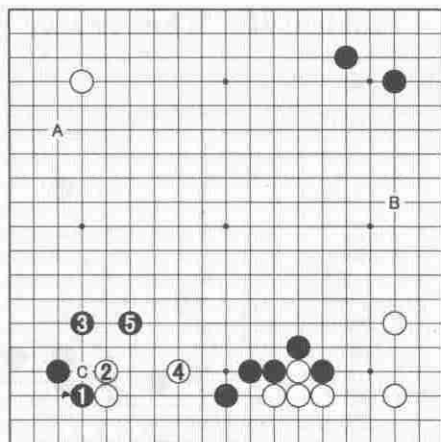
'Attack on one side to make the move you want to play more natural!' Where should White play?

Problem 415. Black to play

'Link up your moyos!' 'Lock the door on one side!' Where should Black play?

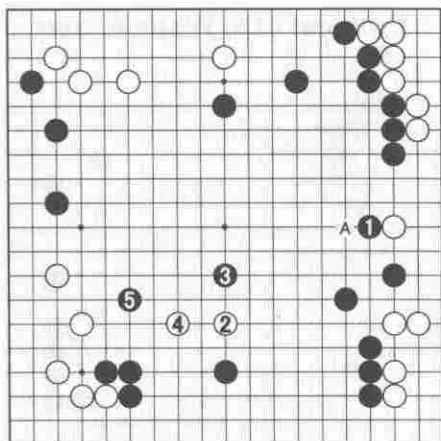
Problem 416. White to play

'Push back the border of your opponent's influence while expanding your own!' Where should White play?



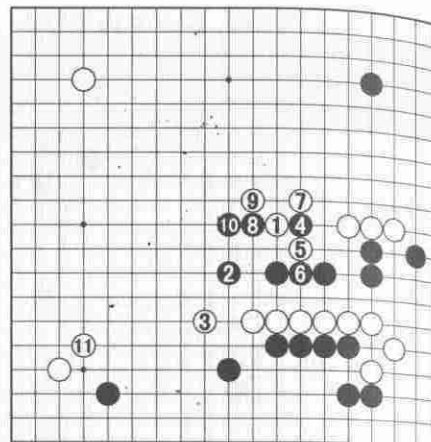
Problem 413. Answer

Black should secure territory with 1 and 3. White has to extend to 4, but Black uses his thickness on the right to attack with 5. If Black approaches at A or extends to B, White will settle his stones by attaching at C.



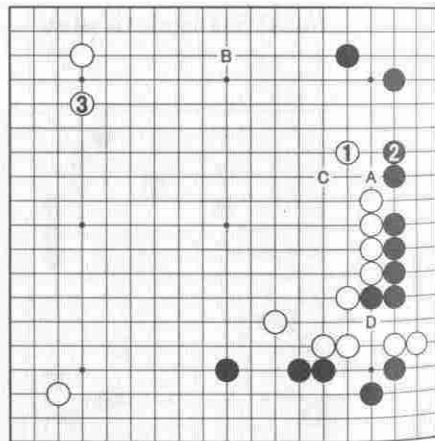
Problem 415. Answer

Black must attach at 1 to turn his influence into territory. If White jumps to A, this influence will be erased. To avoid ending in gote White has to play 2, the next urgent point, but Black severely attacks with 3 and 5.



Problem 414. Answer

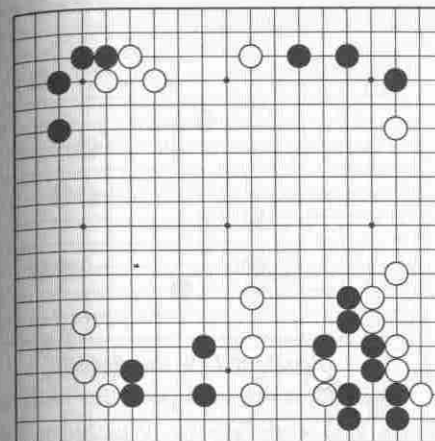
White attacks with 1, inducing Black to exchange 2 for 3. White's stones are now in the open. Next, Black must make shape with 4 to 10, but White naturally builds influence up to 9. After 11, White has a satisfactory position.



Problem 416. Answer

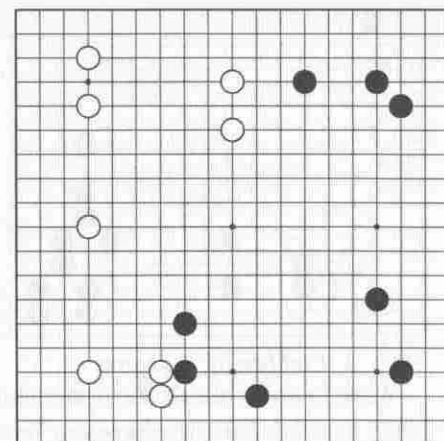
White expands his influence with 1, forcing Black to defend with 2. Next, White makes an enclosure at 3. If White plays 1 at 3, Black will play A—White B—Black C. Black D is now a big threat.

Problem 417. White to play



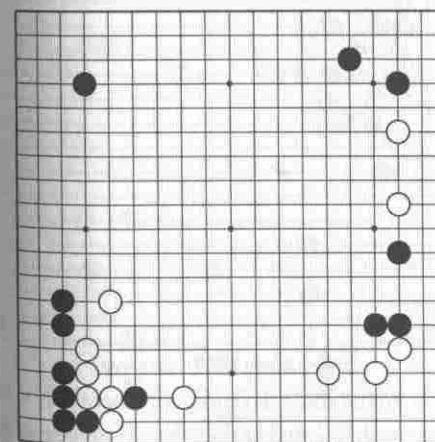
'Rob your opponents' stones of their base!' Where should White play?

Problem 418. Black to play



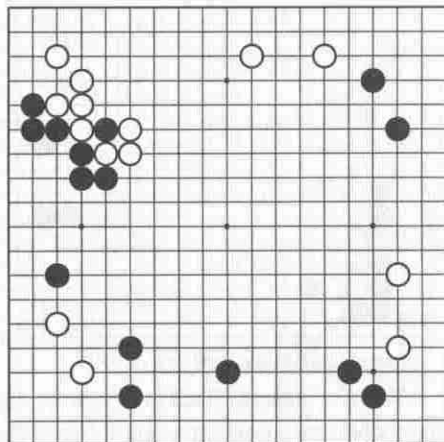
'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 419. White to play

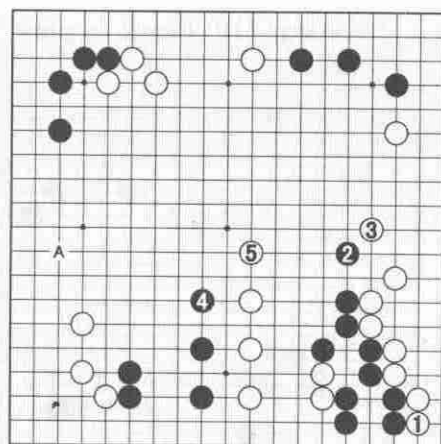


'Expand your moyo while attacking your opponent's stones!' Where should White play?

Problem 420. White to play

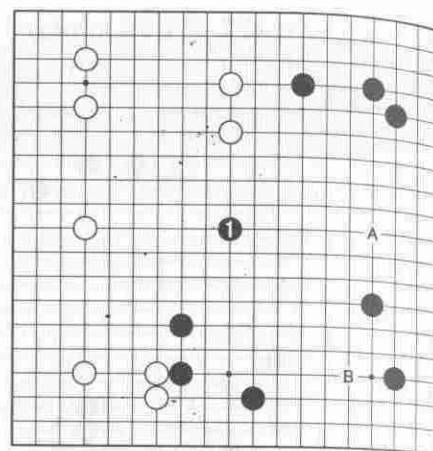


'Secure a base for your weak stones!' Where should White play?



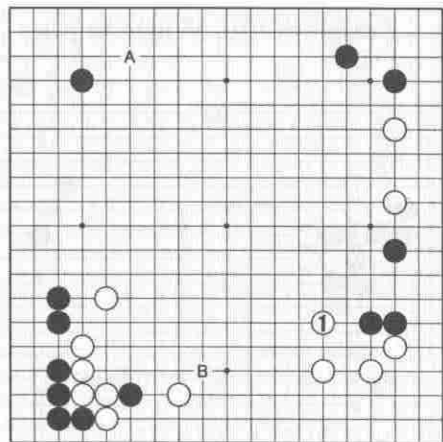
Problem 417. Answer

White 1 robs the black stones of their base, so they must move out into the center. White answers 2 by staking out the right side with 3. After White 5, Black still has to worry about his stones. If White 1 at A, Black turns at 1.



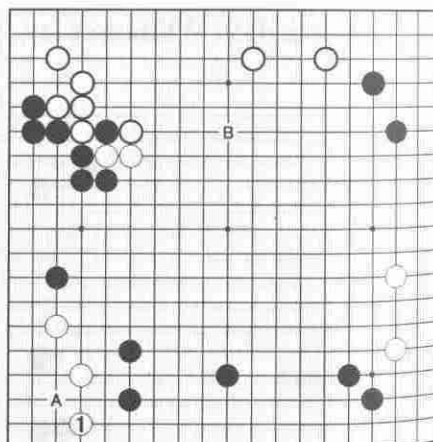
Problem 418. Answer

Black 1 is the vital point for both the black and white moyos. Whichever side takes this point will have the advantage. Black A and B secure territory, but their scale is small compared to Black 1.



Problem 419. Answer

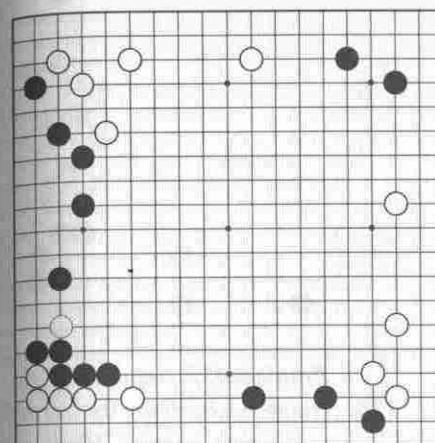
White 1 attacks Black's stones on the right while mapping out a vast moyo at the bottom. If White 1 at A, Black will play a shoulder hit at B, eliminating any prospects of a white moyo at the bottom.

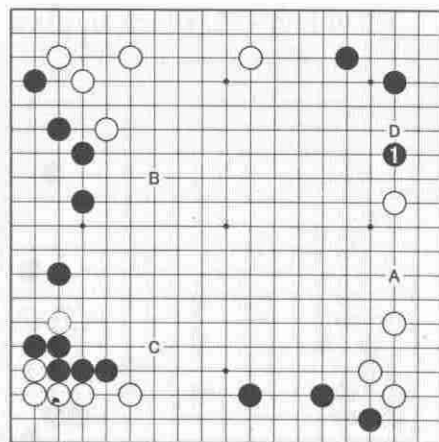


Problem 420. Answer

White must defend his corner with 1. If he omits this move, Black will invade at A and White's stones will be without eyes where Black is strong. White B stakes out a lot of territory, but White 1 is urgent.

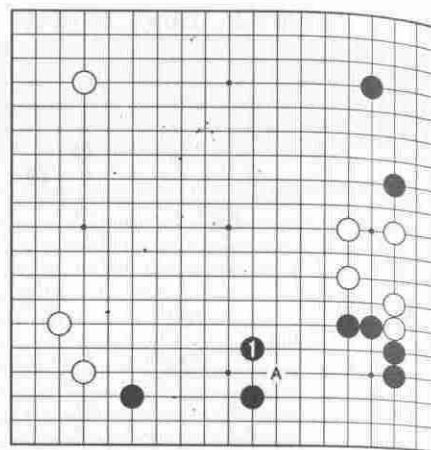
Problem 421. Black to play





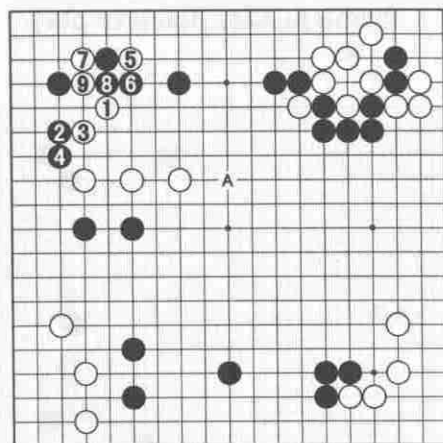
Problem 421. Answer

The checking extension of Black 1 is the biggest move because it threatens to invade at A. Black B and C are big, but White D is too big a move to allow White to play.



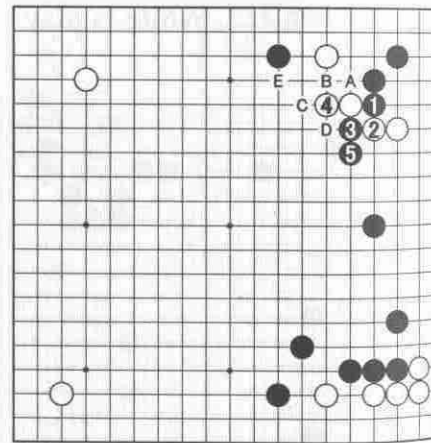
Problem 422. Answer

This position arose from the currently popular mini-Chinese opening. Black must defend his moyo by jumping to 1. If Black omits this move, White will play a shoulder hit at A and Black's moyo will be wiped out.



Problem 423. Answer

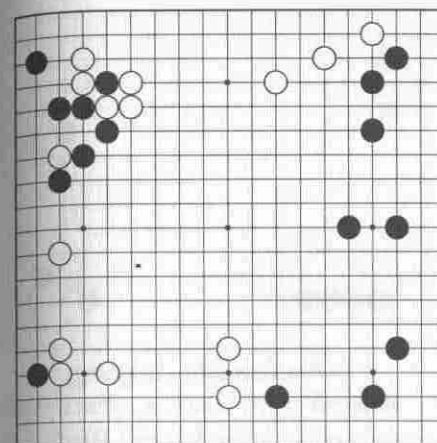
White 1 is the vital point. White can now make sabaki no matter how Black defends. The sequence to White 9 is one possible variation. If White 1 at A, Black 2 leaves White eyeless within Black's sphere of influence.



Problem 424. Answer

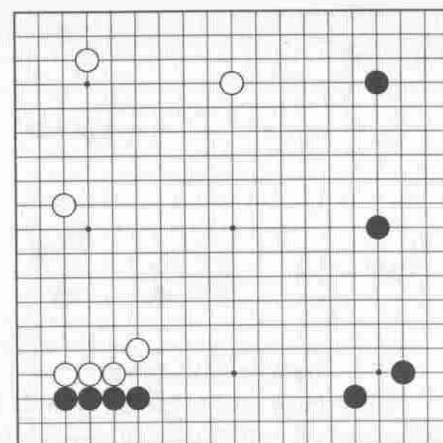
Cutting through with Black 1 and 3 is the right direction. White's two stones on the right are almost captured. If Black 1 at A, White will make good shape with B-Black 4-White C-Black D-White E.

Problem 425. White to play



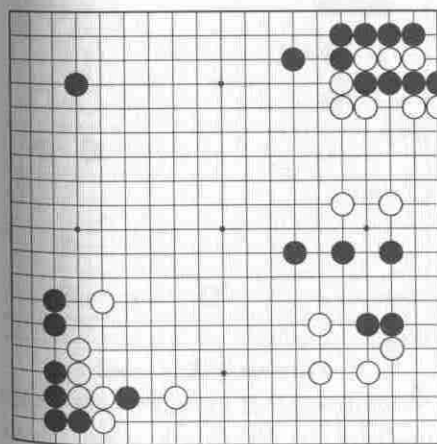
'Reinforce your overextended stones!' Where should White play?

Problem 426. White to play



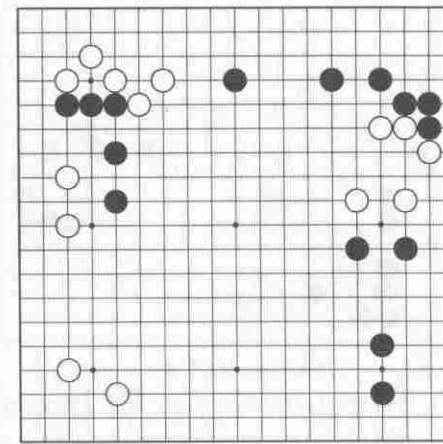
'Push back the border of your opponent's moyo while expanding your own!' Where should White play?

Problem 427. White to play

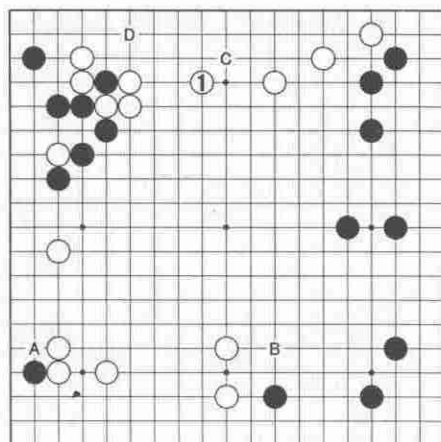


'Attack while taking territory!' Where should White play?

Problem 428. White to play

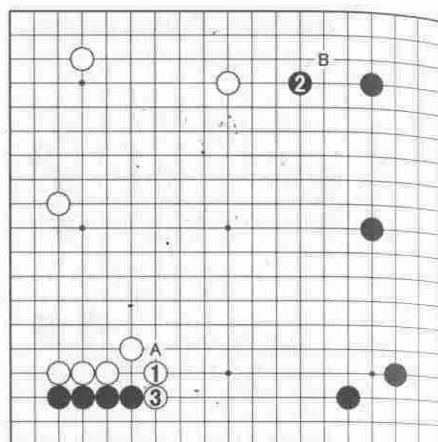


'Expand your moyo while attacking your opponent's weak stones!' Where should White play?



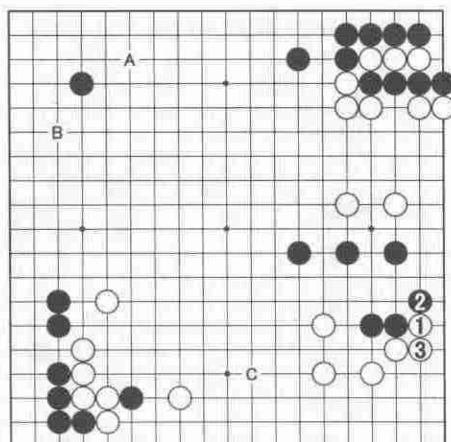
Problem 425. Answer

White must secure the top with 1. If White plays A or B, Black will wipe out the top with an invasion at C. White's stones on the left and the right are now thin. Next, Black would aim at the sente move of D.



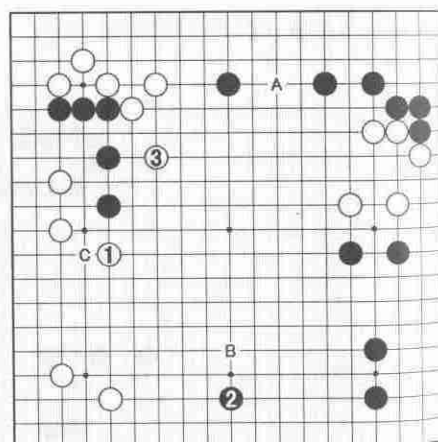
Problem 426. Answer

White 1 stops Black A, which would create a moyo at the bottom. Black 2 defends against White B, but White 3 puts strong pressure on the black stones at the bottom.



Problem 427. Answer

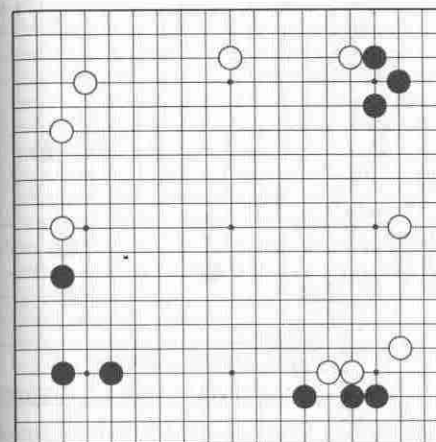
White secures the corner with 1, making his thin stones strong while creating defects in Black's position above. As long as Black's stones are thin, he can't invade the bottom. If White A or B, Black will invade at C.

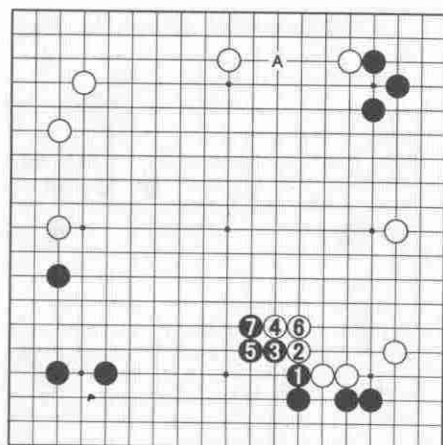


Problem 428. Answer

White expands his moyo with 1 while attacking the five black stones above. Black plays 2, so White continues to attack with 3. Later, White can aim at A. If White 1 at B, Black will attack with C.

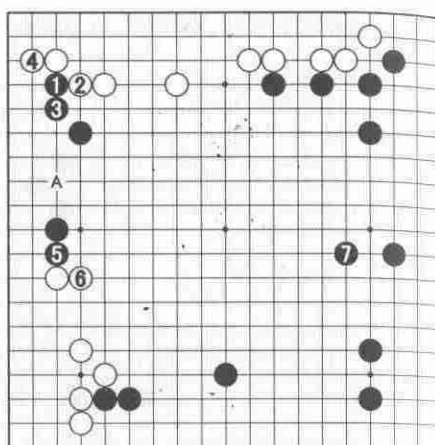
Problem 429. Black to play





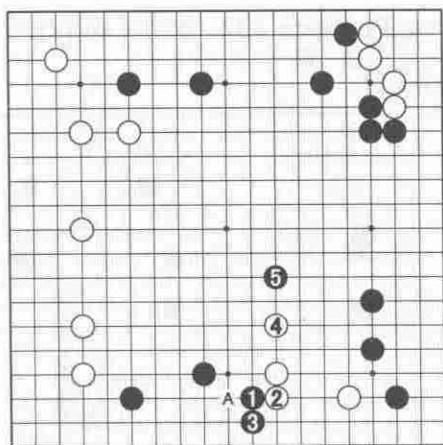
Problem 429. Answer

Black 1 is the vital point in the contest of moyos. Up to 7, Black has created a sizeable moyo in the bottom left. If Black played 1 at A, White would play at 3, expanding his moyo while flattening Black's.



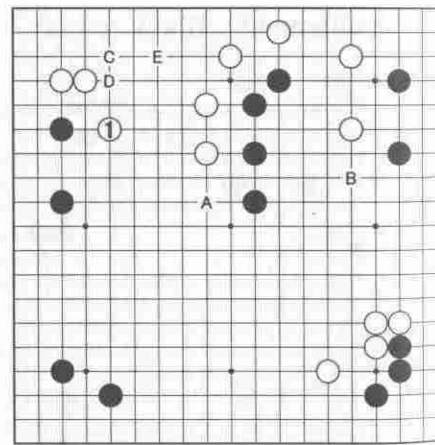
Problem 430. Answer

It is urgent for Black to defend against the invasion of White A. He does this by attaching with 1, then playing the sequence to 5. After White extends to 6, Black can switch to the right side and reinforce his moyo with 7.



Problem 431. Answer

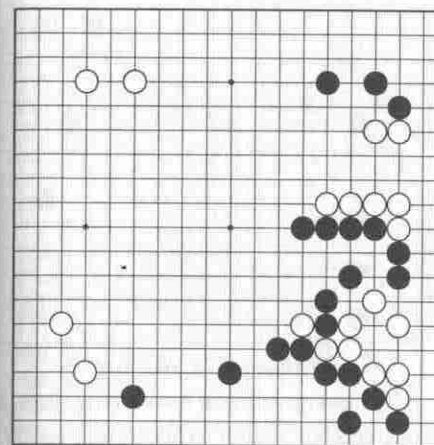
Black 1 and 3 while rob White's stones of their base. After White jumps to 4, Black caps with 5 and a vast moyo appears in the center. If Black plays 1 elsewhere, White A settles his stones while taking away the base of Black's.



Problem 432. Answer

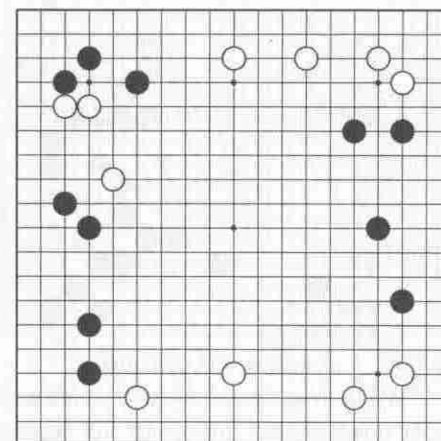
White has to defend his territory in the top left by expanding it with 1. The jumps of White A and B look like natural moves, but Black would violently invade with C—White D—Black E, and White is left without territory.

Problem 433. White to play



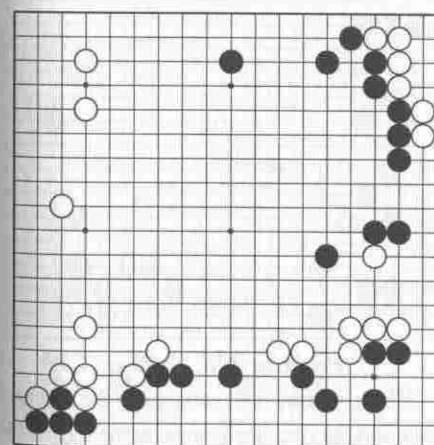
'Expand your territory while attacking your opponent's weak stones!' Where should White play?

Problem 434. Black to play



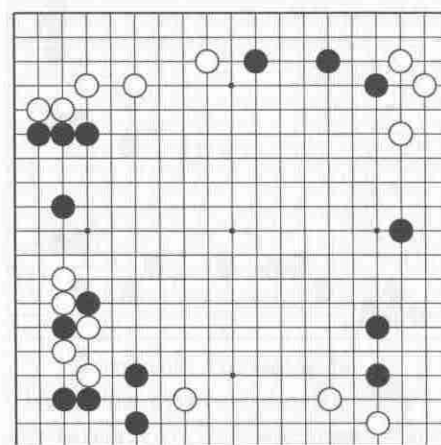
'Defend your weak position by leaning on your opponent's stones!' Where should Black play?

Problem 435. White to play

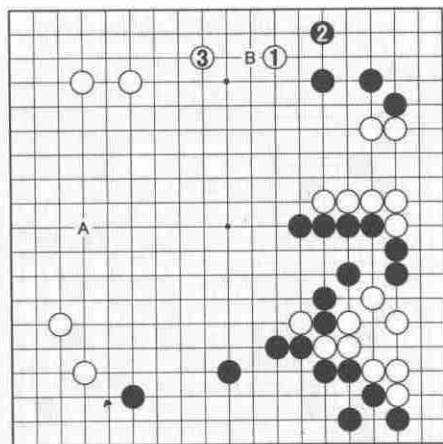


'Push back the border of your opponent's moyo while expanding your own!' Where should White play?

Problem 436. Black to play

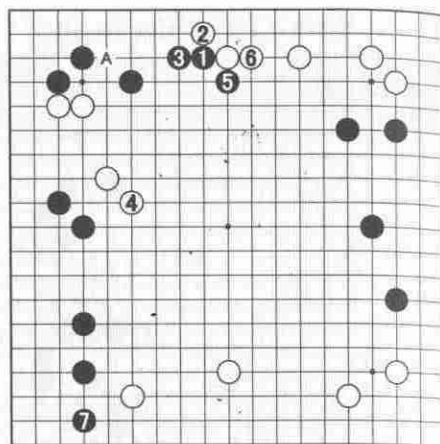


'Invade your opponent's overextended position!' Where should Black play?



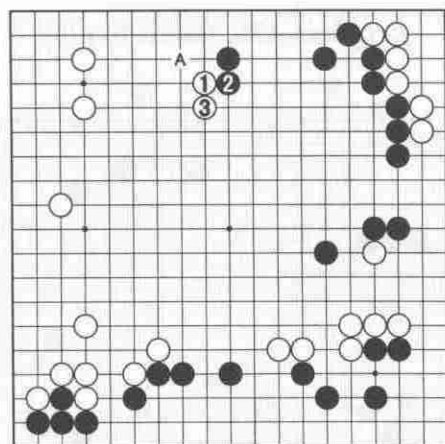
Problem 433. Answer

White should attack Black's stones with 1. If Black omits 2, his stones will become thin. Next, White will stake out the top with 3. If White simply plays 1 at A, Black secures his stones and takes profit with B.



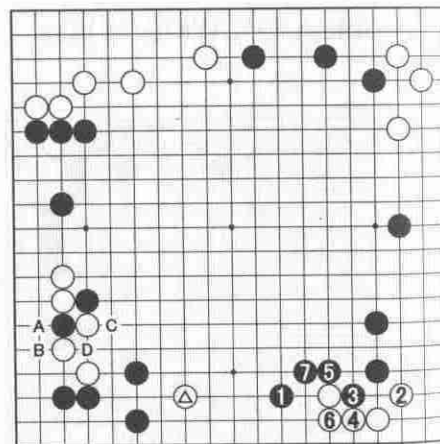
Problem 434. Answer

By leaning on White's stones with 1 and 3, Black defends against White A and builds a wall which threatens White's stones below. White has to escape with 4. Next, Black exchanges 5 for 6, then secures the corner with 7.



Problem 435. Answer

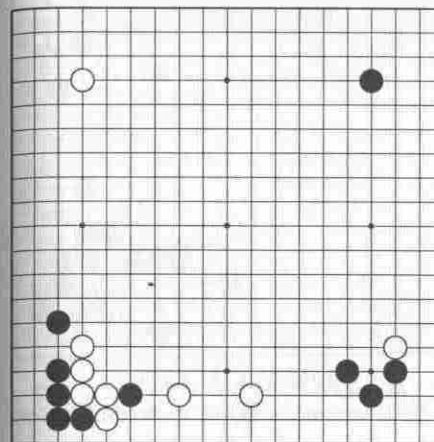
White expands his moyo with 1 and 3 while reducing Black's. If White plays 1 at A, Black will jump to 3, expanding his moyo and neutralizing Black's moyo.



Problem 436. Answer

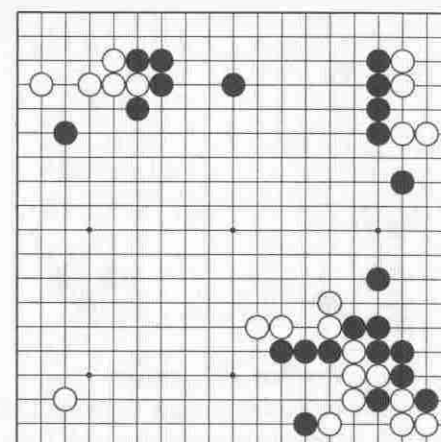
Black invades at 1, attacking the marked stone and the two white ones on the right. It is Black's privilege to play A—White B—Black C—White D, so, after Black 7, the marked stone has no allies to run to.

Problem 437. White to play



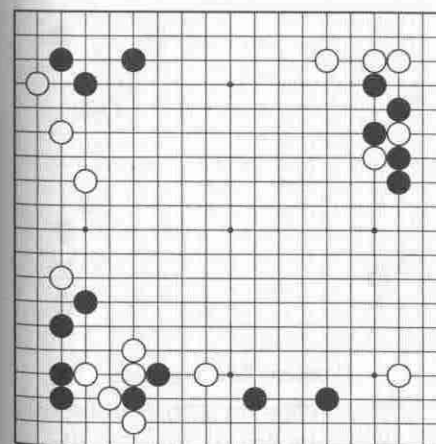
'Establish a position inside your opponent's sphere of influence!' Where should White play?

Problem 438. Black to play



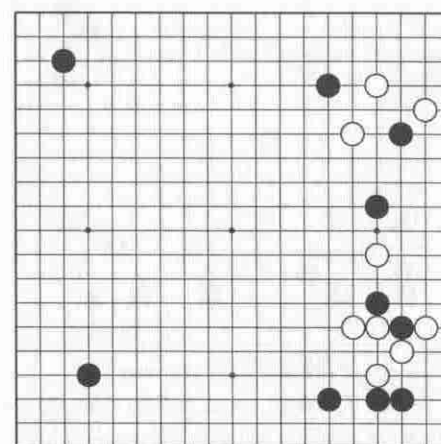
'Secure your weak stones!' Where should Black play?

Problem 439. Black to play

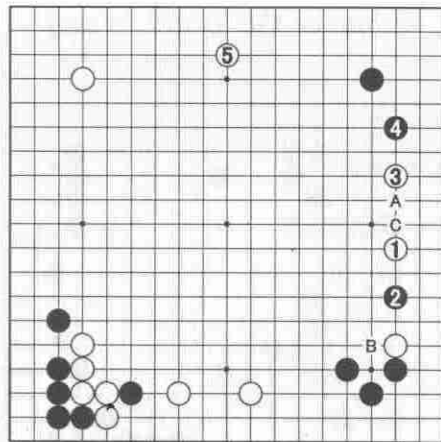


'Build influence by attacking your opponent's weak stone!' Where should Black play?

Problem 440. White to play

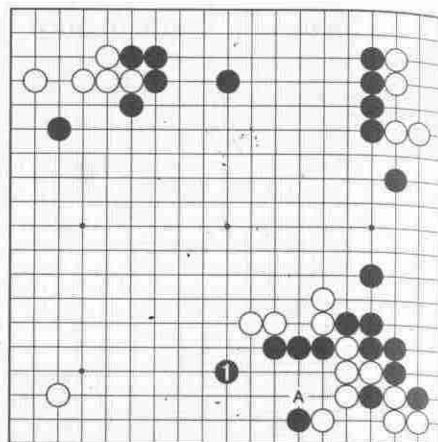


'Attack your opponent's weak stones!' 'Divide and conquer!' Where should White play?



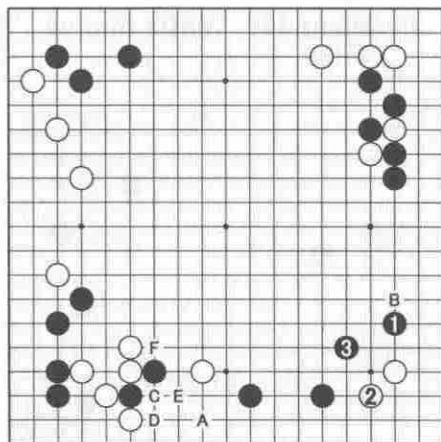
Problem 437. Answer

White breaks up the right side with 1. If Black 2, White takes up a position with 3. After Black 4, White makes a big extension to 5. If Black 2 at A, White extends to B. If White 1 at 5, Black C, staking out the right side, is big.



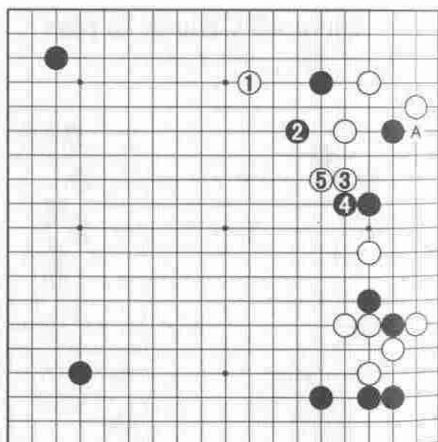
Problem 438. Answer

It is urgent for Black to secure his four stones in the lower right by extending to 1. Black 1 at A does not threaten the white stones on the right; after White 1, the black stones will have a hard time living.



Problem 439. Answer

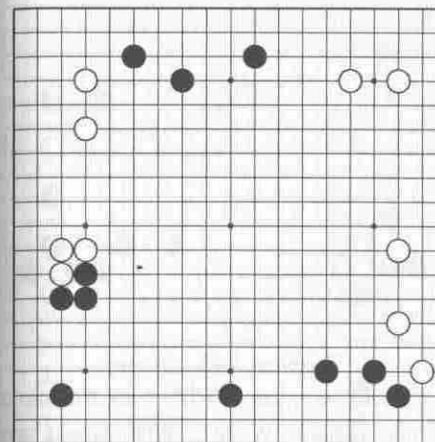
After 1, White must defend with 2, so Black can confine White to the corner with 3. Black 1 at A is big, but White will settle his stone with B. If Black C next, White D—Black E—White F, and Black's attack fizzles out.



Problem 440. Answer

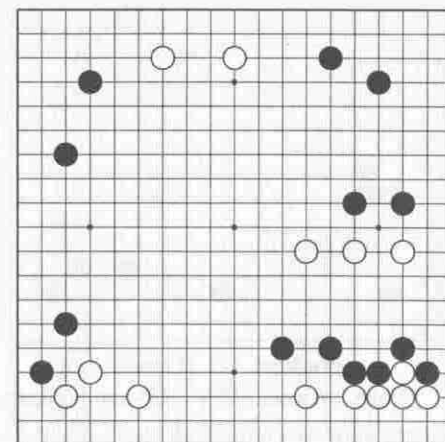
White's stones are strong on the right, while Black's are thin, so White can take the initiative with 1. After the sequence to 5, Black has two weak groups. If he helps one of them, the other will suffer. If White A, Black 1.

Problem 441. White to play



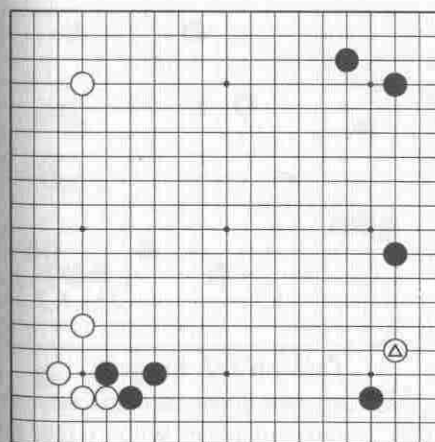
'Push back the border of your opponent's moyo while defending your weak point!' Where should White play?

Problem 442. Black to play



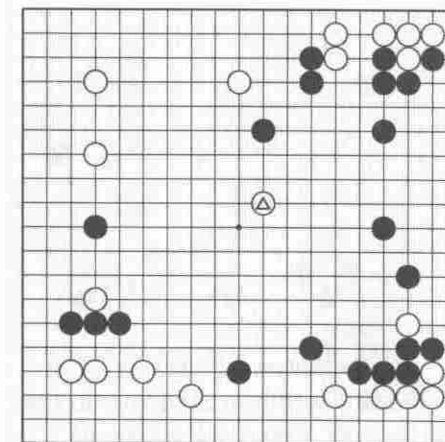
'Defend your weak points!' Where should Black play?

Problem 443. White to play

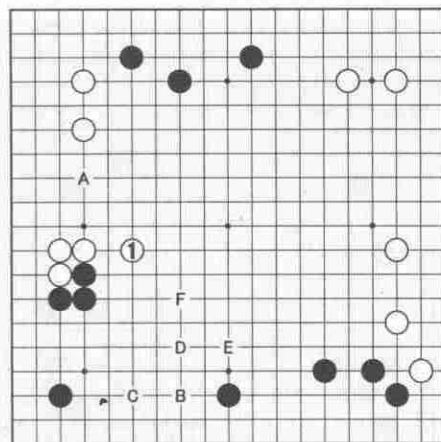


'Counterattack to take back the initiative!' The marked stone is under attack. What should White do with it?

Problem 444. Black to play

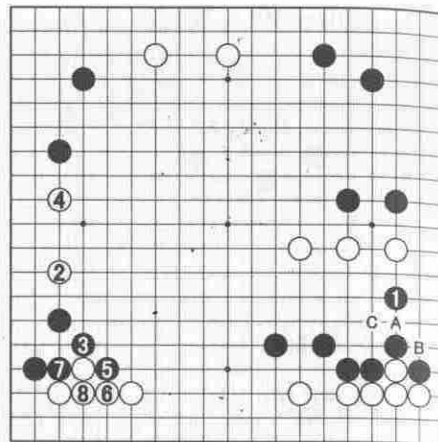


'Use your thickness to attack!' How should Black answer the marked stone?



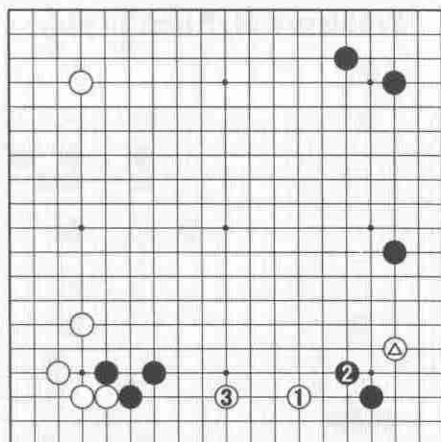
Problem 441. Answer

White 1 reduces Black's moyo and defends against an invasion at Black A. If White invades at B, Black will attack with C—White D—Black E—White F. Black has reinforced his stones and White is left with a weak group.



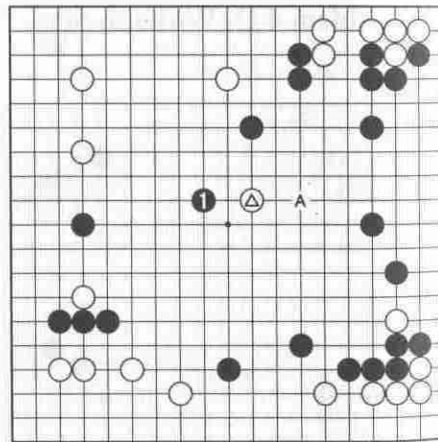
Problem 442. Answer

Black 1 is urgent. If White were to clamp at A, after Black B—White C, White would have settled his stones while Black's would be under attack. If White 2 and 4 next, Black secures a position on the left with the sequence to 7.



Problem 443. Answer

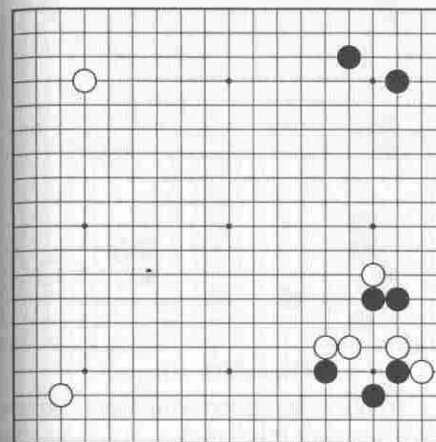
White 1 uses the marked stone to attack the black one. Black must escape with 2, but White extends to 3 and Black's stones on the left are under attack. The marked stone is light and White can somehow take care of it later.



Problem 444. Answer

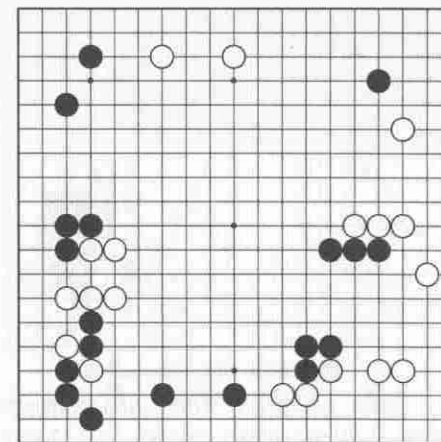
Black uses the thickness of his moyo to attack the marked stone. White might be able to save it, but he will suffer damage elsewhere while doing so. Black 1 at A is passive — it lacks fighting spirit.

Problem 445. Black to play



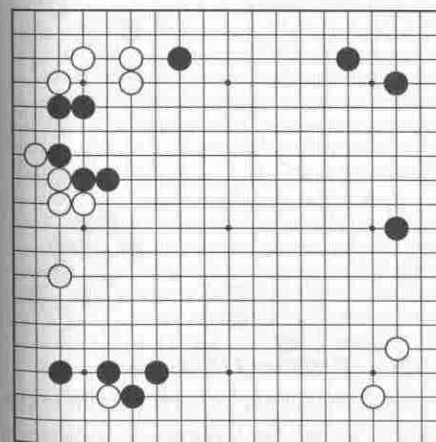
'Strengthen your stones by attacking your opponent's!' Where should Black play?

Problem 446. Black to play



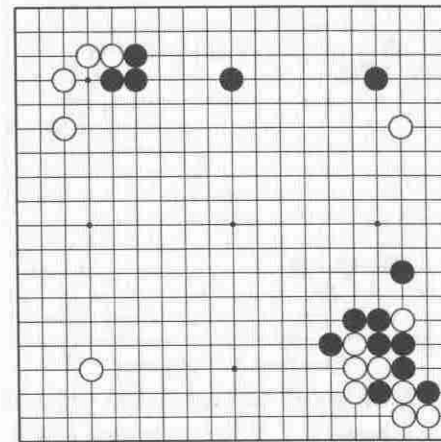
'Make a base for your stones and secure territory!' Where should Black play?

Problem 447. White to play

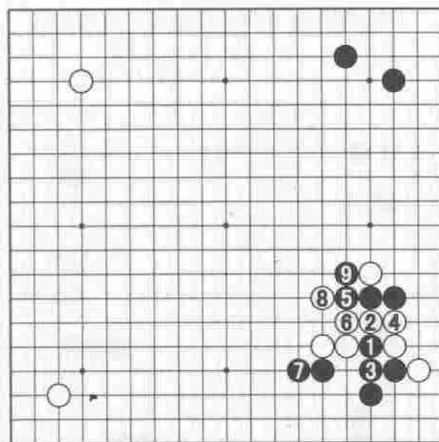


'Attack your opponent's weak stones!' Where should White play?

Problem 448. Black to play

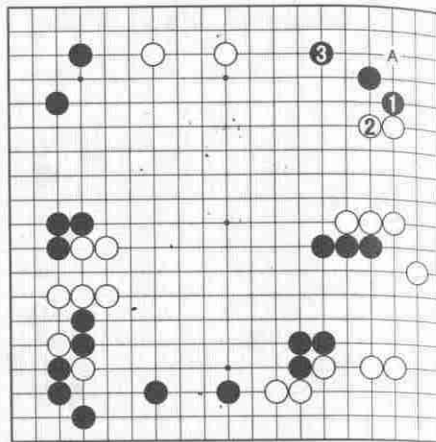


'Use your thickness to attack and take territory!' Where should Black play?



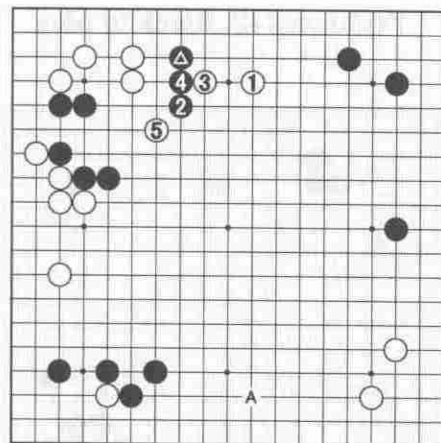
Problem 445. Answer

Black wedges in with 1 and connects with 3. White must connect at 4. Next, Black exchanges 5 for 6, then extends to 7. With 9, Black has made thick shape for his stones above and below.



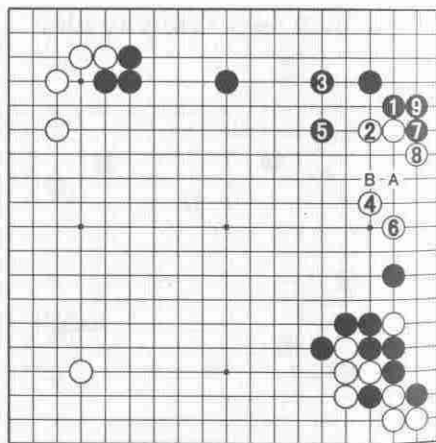
Problem 446. Answer

Securing the corner with 1 and 3 take a lot of territory. If Black simply extended to 3, White could invade the corner at A. By first exchanging 1 for White 2, Black's base is secure.



Problem 447. Answer

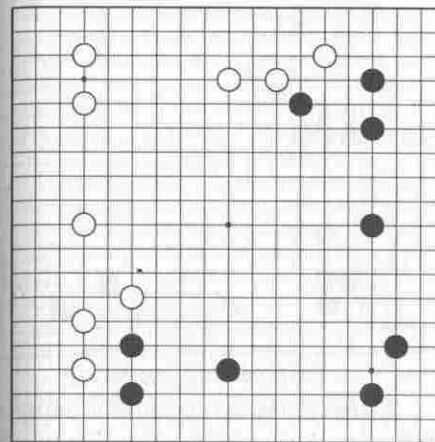
White pincers the marked stone with 1. If Black jumps to 2, White exchanges 3 for 4, then attacks the three black stones with 5. White 1 at A is certainly a big extension, but Black would build a moyo at the top with 1.



Problem 448. Answer

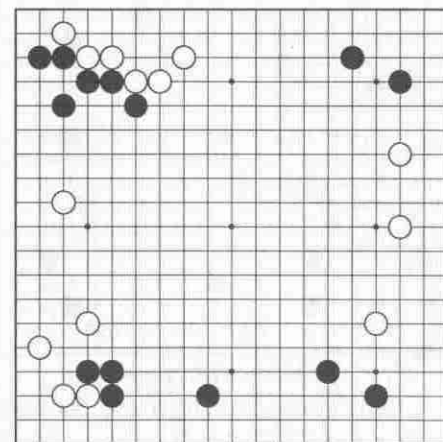
Black secures a large territory in the upper right by playing the sequence to 9. White's stones are settled, but there is still bad aji in his position. If Black 1 at A, White attaches at B, and Black's stones become overconcentrated.

Problem 449. Black to play



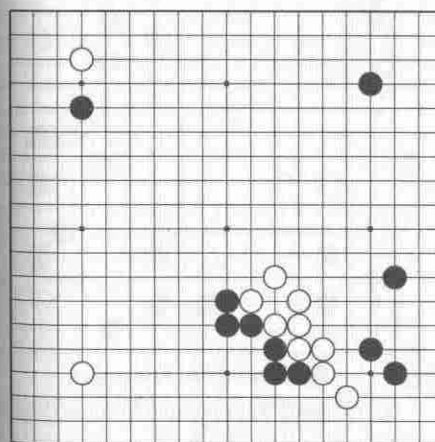
'Build a moyo, then use its influence to attack the invader!' Where should Black play?

Problem 450. Black to play



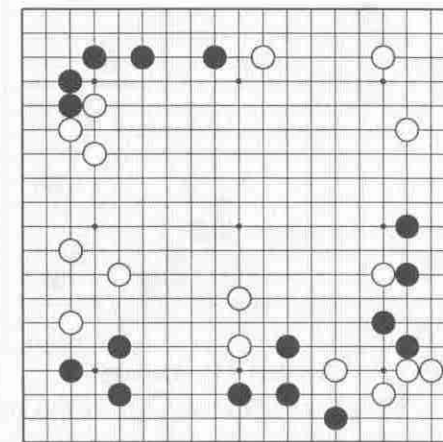
'Use your strong position to attack!' Where should Black play?

Problem 451. White to play

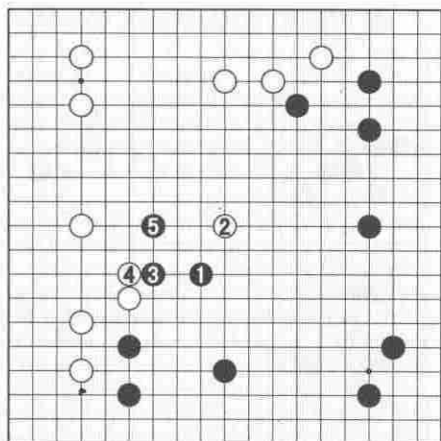


'Rob your opponent's stones of their eye shape before attacking!' Where should White play?

Problem 452. Black to play

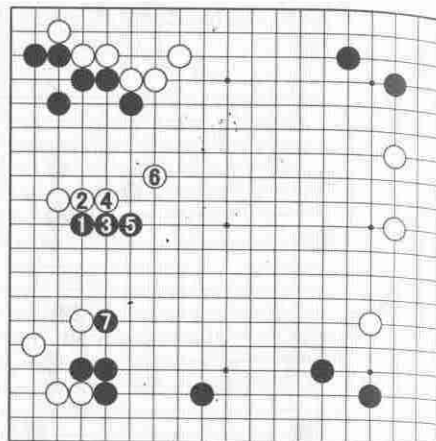


'Split your opponent's stones into two groups!' Where should Black play?



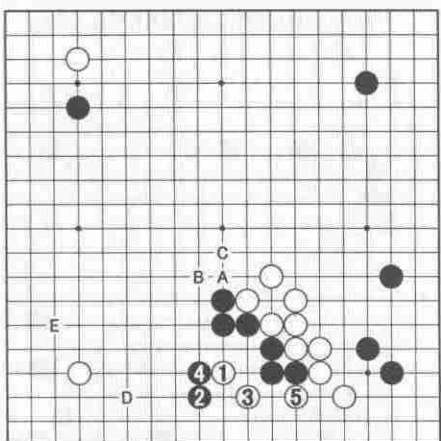
Problem 449. Answer

Black 1 maps out a huge moyo, but White reduces it with 2. Black next exchanges 3 for 4, then attacks with 5. As White escapes, Black will attack and reduce White's territory. Later, he can come back to secure much of his moyo.



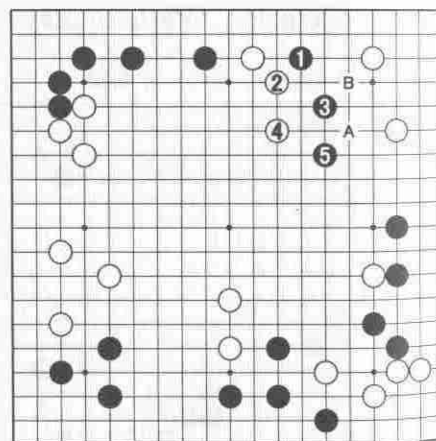
Problem 450. Answer

Black can use his thickness in the upper left to attack the white stones with 1. After White jumps into the center with 6, Black attaches at 7, staking out a moyo in the bottom left.



Problem 451. Answer

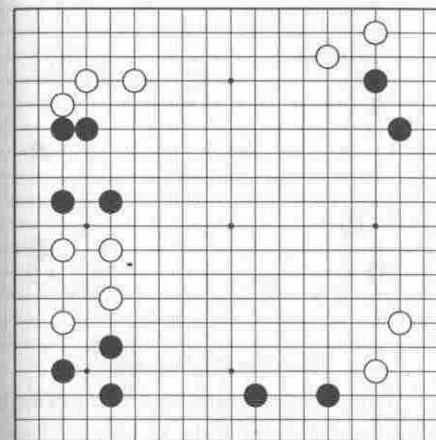
White 1 is Black's vital point for making eye shape. Black 2 and 4 are defensive tesujis, but White links up along the bottom with 3 and 5. If White A, Black B—White C—Black D—White E, and Black makes shape with 1.



Problem 452. Answer

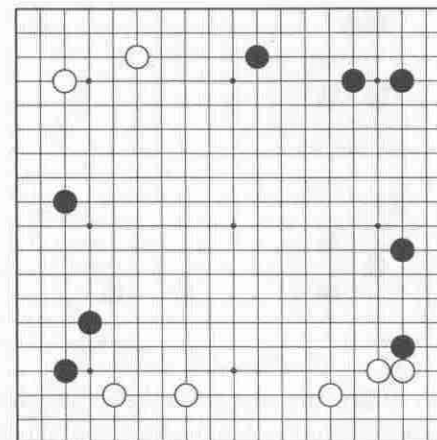
All of Black's stones are strong, so he can violently invade at 1 without any worries. After Black 5, White's three stones at the top are floating without a base. If Black plays 1 at A, White will defend with B.

Problem 453. Black to play



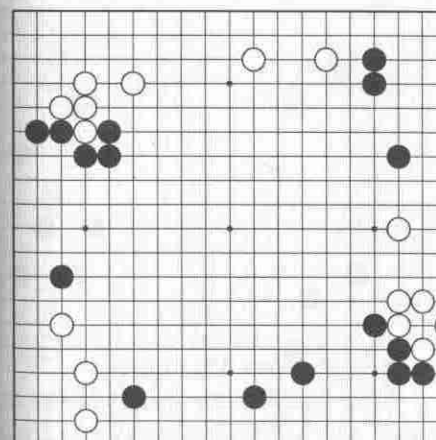
'Establish a base within your opponent's sphere of influence by attacking his weak stones!' Where should Black play?

Problem 454. White to play



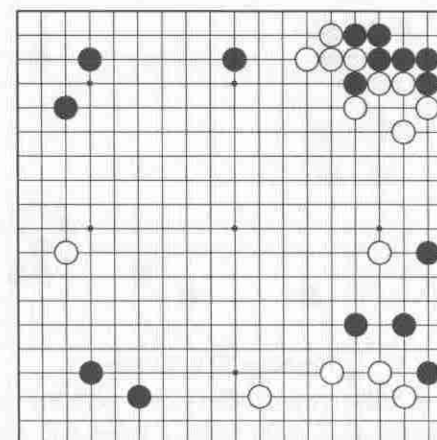
'Expand your territory while threatening your opponent's thin position!' Where should White play?

Problem 455. White to play

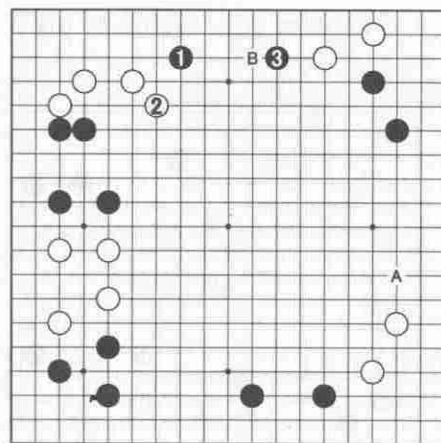


'Invade your opponent's defective position!' Where should White play?

Problem 456. White to play

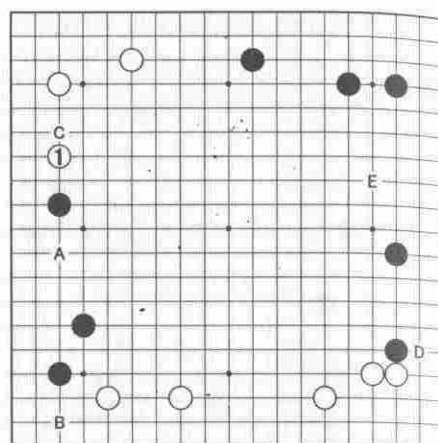


'Utilize your thickness by creating a weak group!' Where should White play?



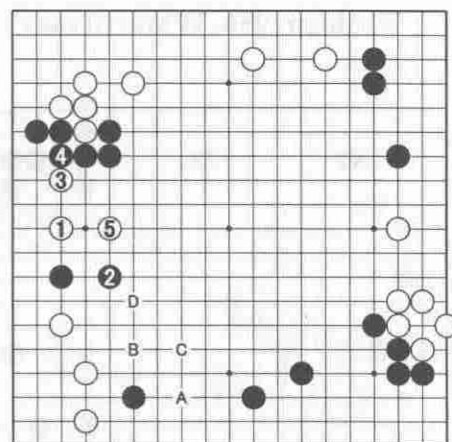
Problem 453. Answer

Black first threatens the weak white stones in the upper left with 1, then threatens the two in the upper right with 3. Black 1 at A is also big, but White will stabilize his stones at the top by extending to B.



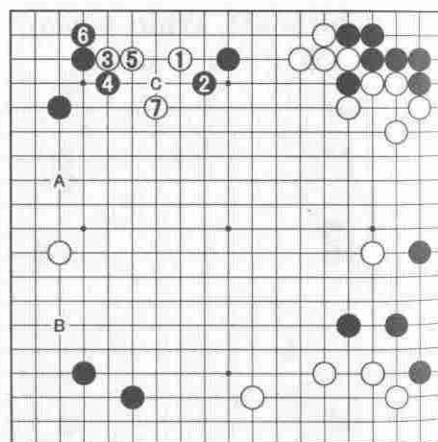
Problem 454. Answer

White 1 strengthens the thin enclosure above and also threatens to invade Black's overextended formation below at A. If White 1 at B, Black C threatens White's enclosure. If White D, Black secures the upper right with E.



Problem 455. Answer

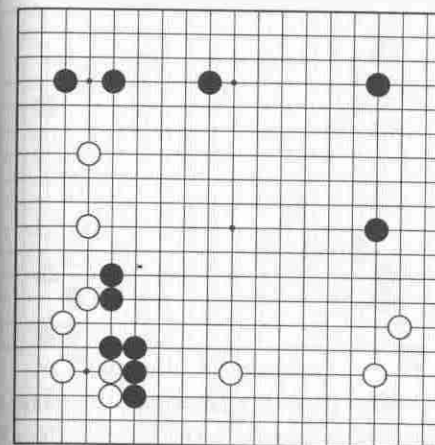
White invades with 1 and, with the sequence to 5, splits Black's stones into two groups. White 1 at A may seem like a good invasion, but Black will play B—White C—Black D, and White is left with two weak stones.



Problem 456. Answer

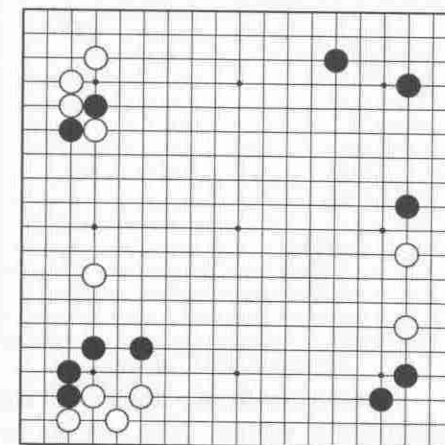
White is thick in the top right, so he can invade with 1. Black runs away with 2, but, after White 7, Black's two stones at the top are without a base. If White plays 1 at A or B, Black will defend the top with C.

Problem 457. White to play



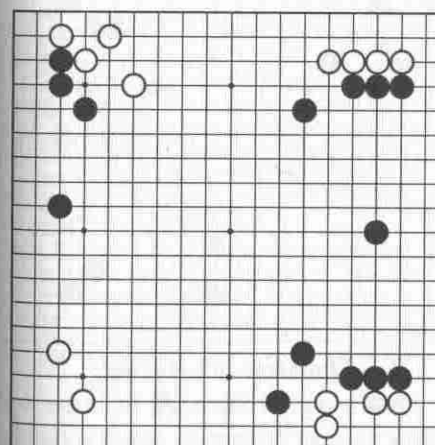
'Establish a foothold within your opponent's sphere of influence!' Where should White play?

Problem 458. Black to play



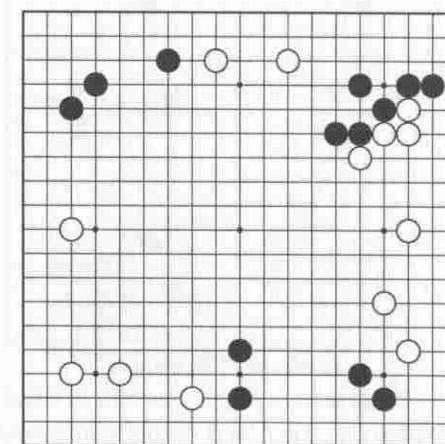
'Strengthen your weak stones by weakening your opponent's!' Where should Black play?

Problem 459. Black to play

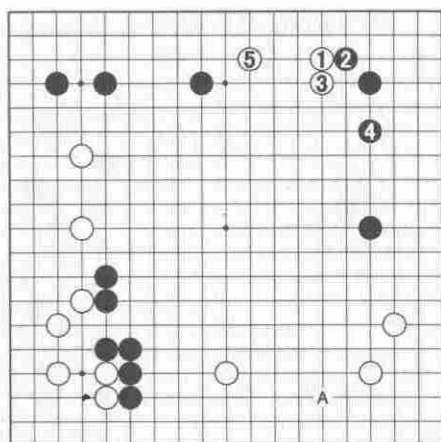


'Secure your moyo just before your opponent can invade it!' Where should Black play?

Problem 460. Black to play

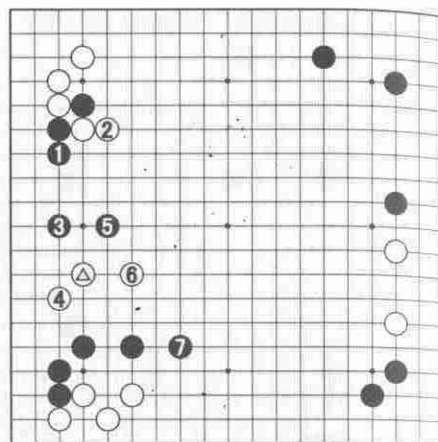


'Secure a base for your stones!' Where should Black play?



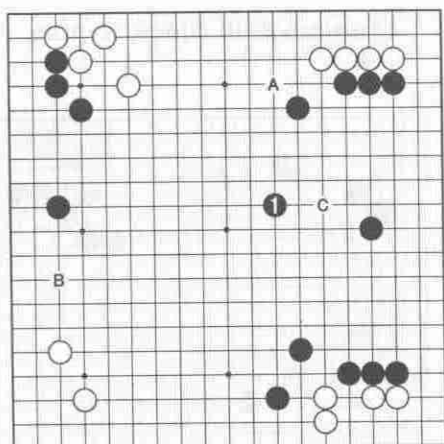
Problem 457. Answer

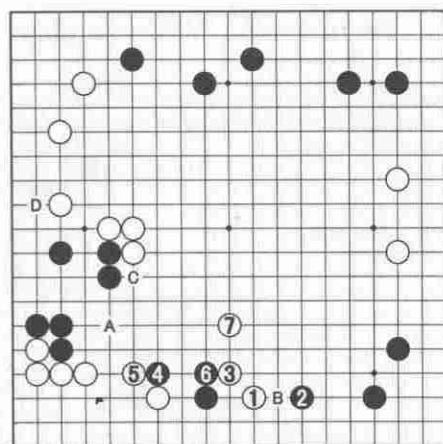
White invades Black's moyo with 1 and establishes a foothold there with the sequence to 5. White 1 at A is also a big point, but Black will answer at 3, reinforcing his moyo.



Problem 458. Answer

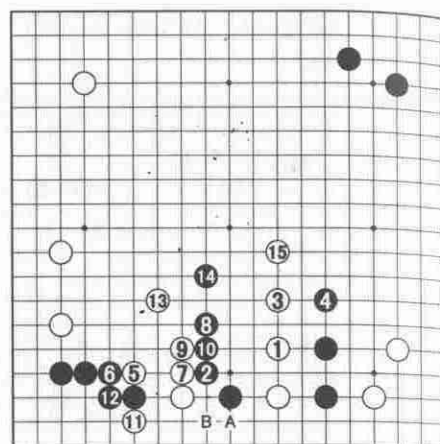
Black plays 1, threatening to capture a stone with a ladder at 2. He then extends to 3, attacking the marked stone. With the sequence to 7, White's three stones on the left are without a base, floating in the center.





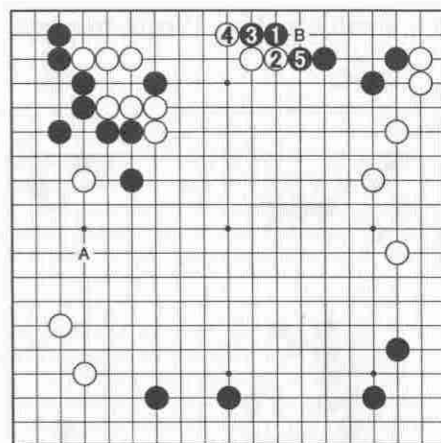
Problem 461. Answer

White should invade at 1. If Black 2, White attacks with 3. After the sequence to 7, Black's stones are under attack. If White 1 at A, Black secures his stones at the bottom with B. If White C, Black can attach at D and live.



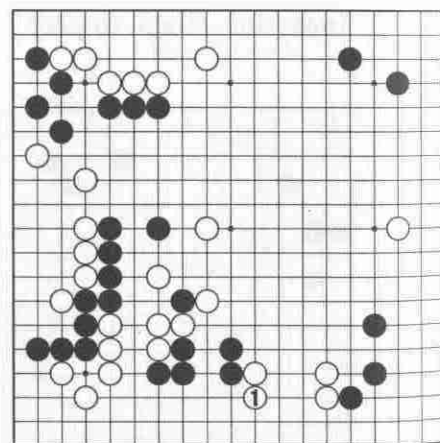
Problem 462. Answer

White jumps to 1, threatening to play 2. Black runs away with 2, but, after White 15, Black's stones in the middle are under attack. If White 1 at A, Black hanes at B and White's stones at the bottom are under attack.



Problem 463. Answer

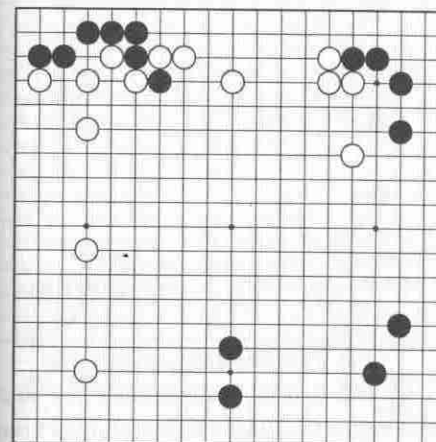
It is urgent that Black settle his stones at the top with 1. Attacking at A is also a big move, but, if White attacked at B, the black stones in the upper right would be in trouble.



Problem 464. Answer

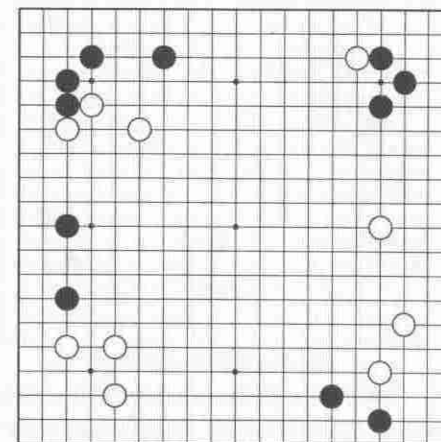
White 1 is the vital point for both sides. Whichever side plays here will have the advantage. After White 1, the black stones are in trouble. Even if they escape, Black's position on the right will suffer.

Problem 465. White to play



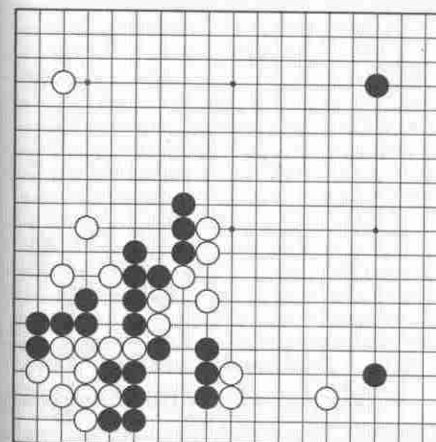
'Expand your moyo just before your opponent will reduce it!' Where should White play?

Problem 466. White to play



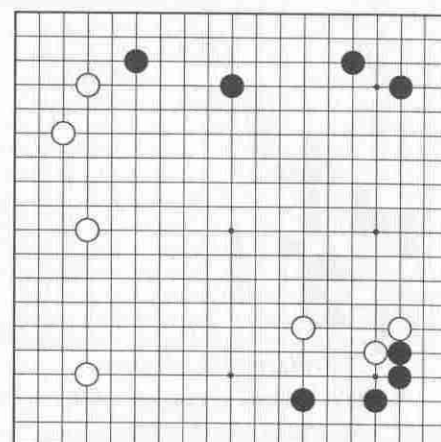
'Extend from your thickness as far as possible!' 'Expand your influence while attacking!' Where should White play?

Problem 467. White to play

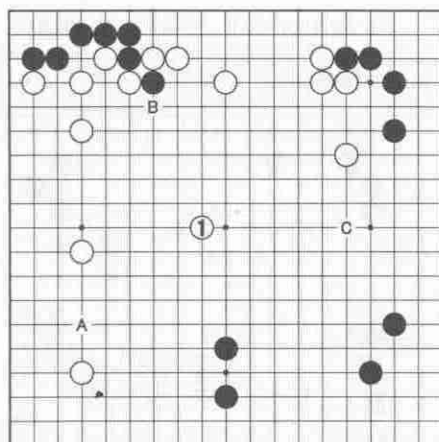


'Reinforce your weak stones!' Where should White play?

Problem 468. White to play

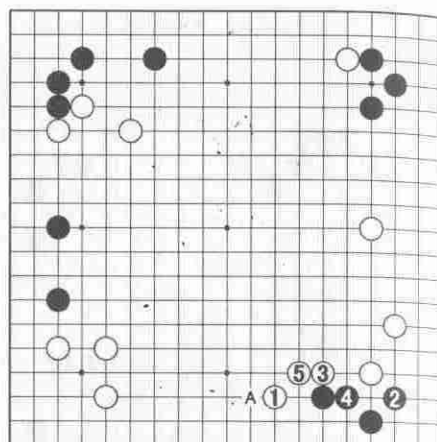


'Link up your weak stones to your moyo!' Where should White play?



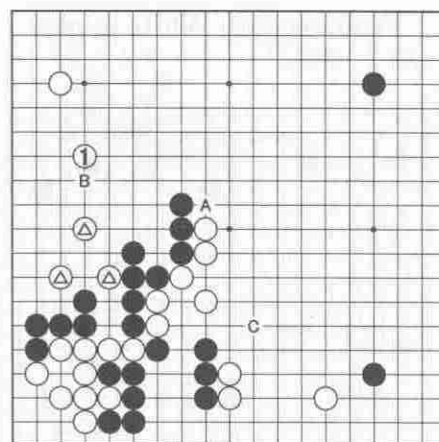
Problem 465. Answer

White must stake out a moyo in the center with 1. If White tightly defends his territory with A instead, Black will play at 1, erasing White's central moyo while aiming at B and making his own moyo with C.



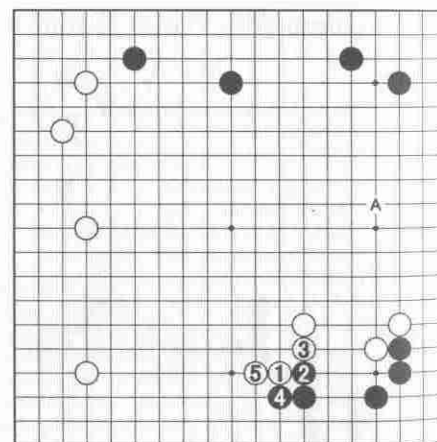
Problem 466. Answer

White is thick in the bottom left, so attacking the two black stones with 1 is a strong move. Black will settle his stones with 2, but White expands his influence toward the center with 3 and 5. If White 1 at 2, Black A.



Problem 467. Answer

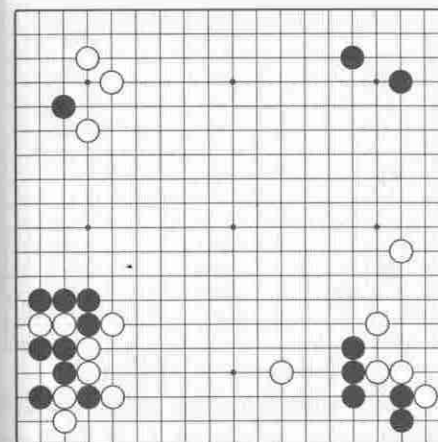
White's marked stones are weak, so he must defend them with 1. White A is an important point, but Black would then invade at B. Confining Black's stones at the bottom with C is not sente, since they can easily live.



Problem 468. Answer

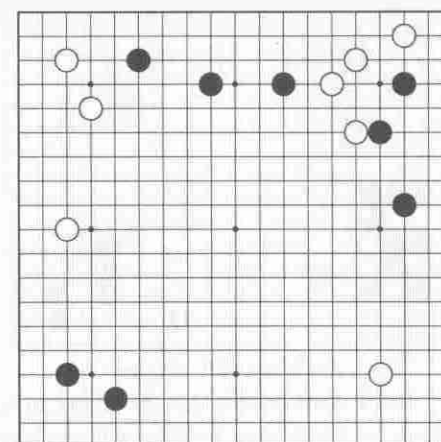
White presses down on Black's stones with 1. After 5, White has mapped out a moyo together with his stones on the left. White 1 at A is also big, but White's stones are below thin, so it will be hard to defend his territory there.

Problem 469. Black to play



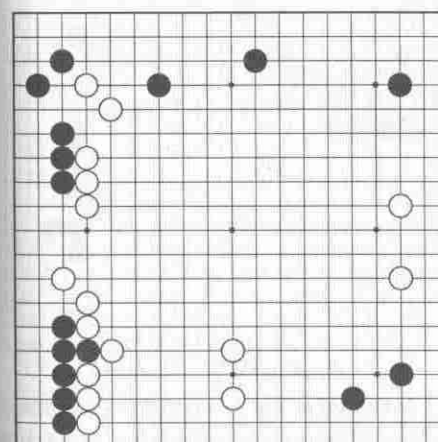
'Make a base for your stones!' Where should Black play?

Problem 470. Black to play



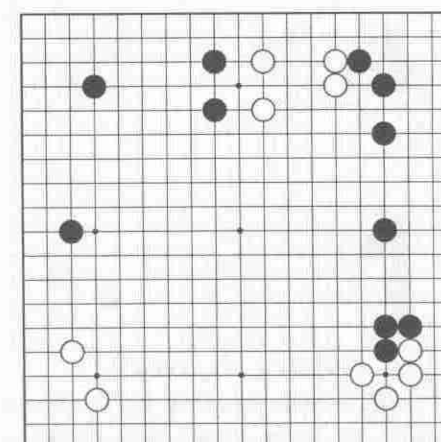
'Expand your territory while threatening your opponent's overextended stones!' Where should Black play?

Problem 471. Black to play

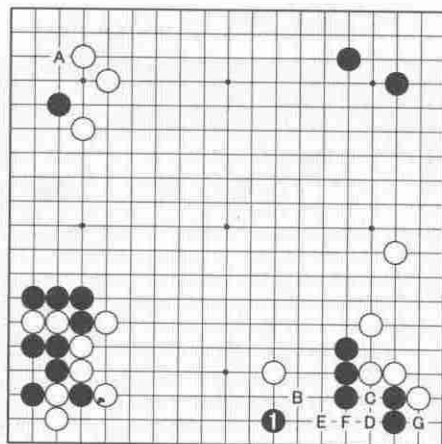


'Push back the border of your opponent's moyo while expanding your own!' Where should Black play?

Problem 472. White to play

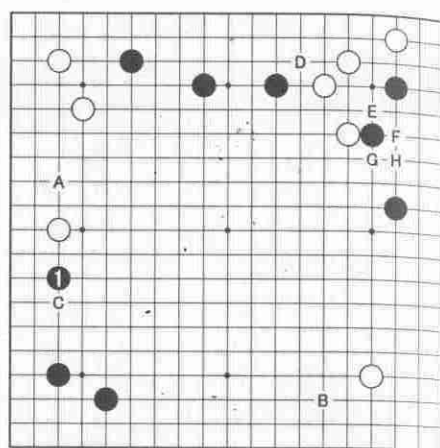


'Invade your opponent's moyo just before he can reinforce it!' Where should White play?



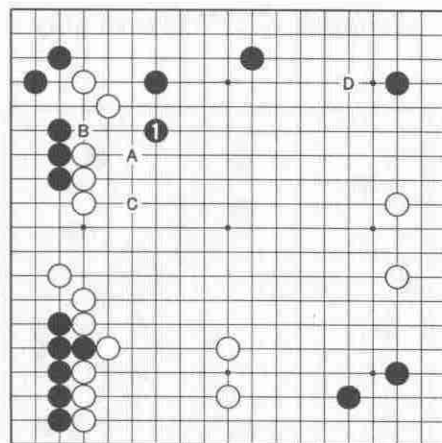
Problem 469. Answer

Black must make a base by sliding to 1. Black 1 at A is also big, but White will reinforce his moyo at the bottom with B. If Black ignores B, White will play C—Black D—White E—Black F—White G, and Black is without eyes.



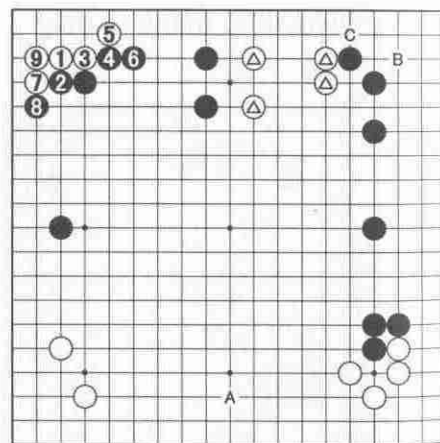
Problem 470. Answer

Black expands from his enclosure with 1, threatening an invasion at A. If Black approaches at B with 1, White will reinforce the left side with C. Black 1 at D is not urgent. If White 2 at E, Black F; if White 2 at G, Black H.



Problem 471. Answer

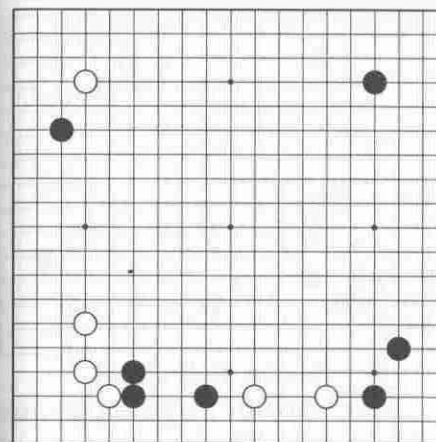
Black 1 limits the extent that White can expand his moyo. Black next threatens A—White B—Black C. If Black 1 at D, White will cap with 1, expanding his moyo while attacking the black stones at the top.



Problem 472. Answer

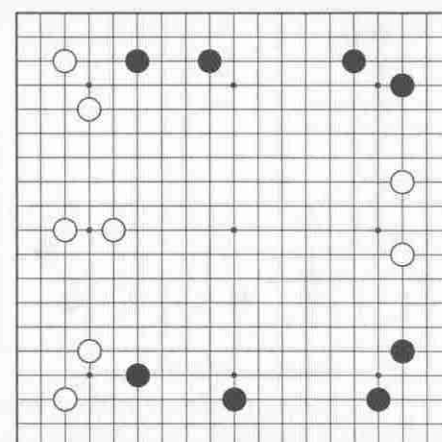
Invasion at the 3–3 point with White 1 is big. White 1 at A is also a big point, but Black will secure territory at the top by answering with 2. If White 1 at B, Black will play C and the marked stones become thin.

Problem 473. White to play



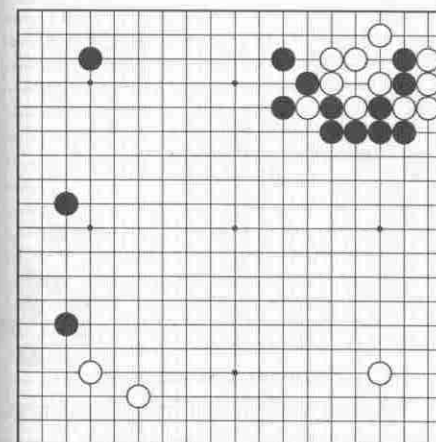
‘Make territory while attacking your opponent’s stones!’ Where should White play?

Problem 474. Black to play



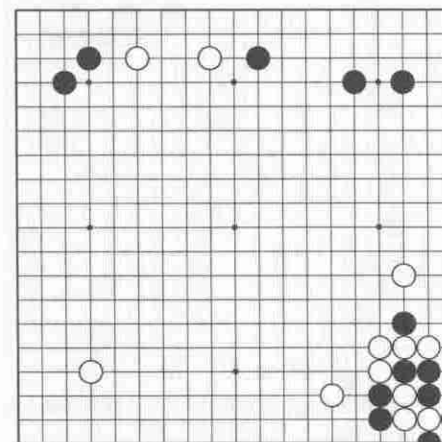
‘Push back the border of your opponent’s moyo while expanding your own!’ Where should Black play?

Problem 475. White to play

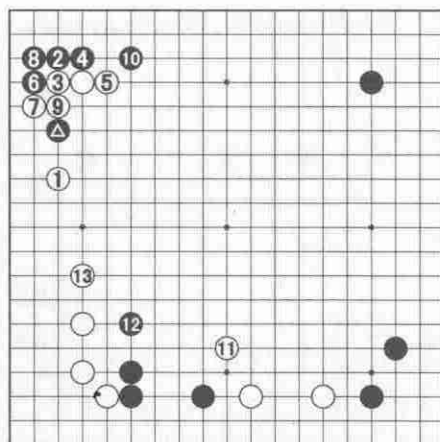


‘Establish a foothold within your opponent’s sphere of influence!’ Where should White play?

Problem 476. White to play

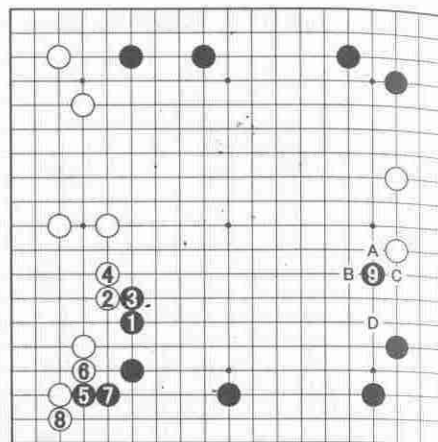


‘Force your opponent to defend the territory he has committed himself to while building a moyo!’ Where should White play?



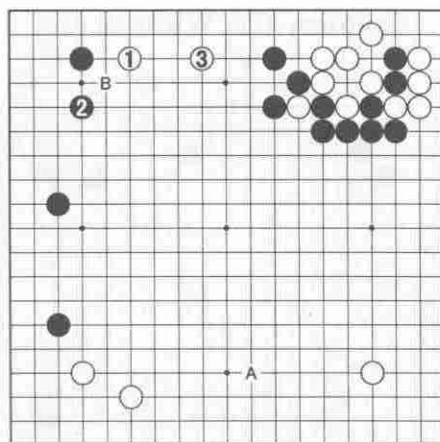
Problem 473. Answer

White should pincer the marked stone with 1. Black invades the corner and the joseki to 10 follows. White then attacks the bottom with 11, inducing Black to jump to 12. White can now naturally defend the left side with 13.



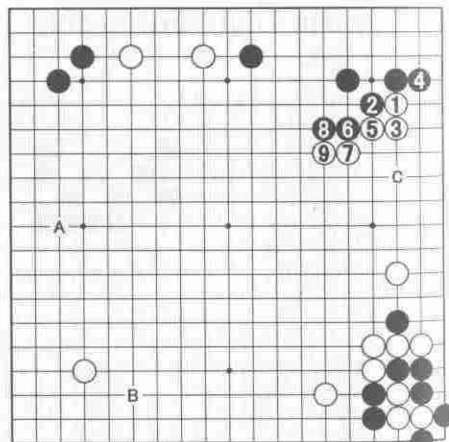
Problem 474. Answer

Black jumps to 1, expanding his moyo while threatening White's territory on the left. White defends up to 8, but Black stakes out a vast moyo with 9. If Black 1 at 9, White will play A–Black B–White C–Black D–White 1.



Problem 475. Answer

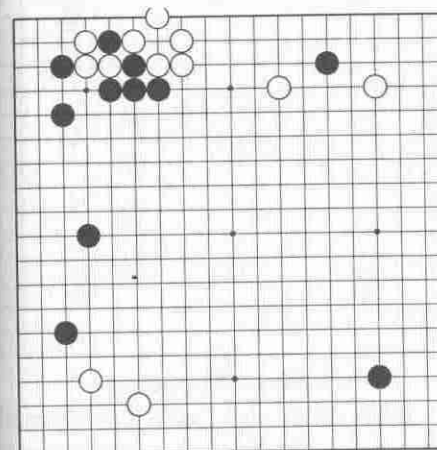
Establishing a foothold inside Black's moyo at the top with White 1 and 3 is big. White 1 at A is also a big move, but Black will reinforce his moyo with B. An invasion at the top now becomes difficult.



Problem 476. Answer

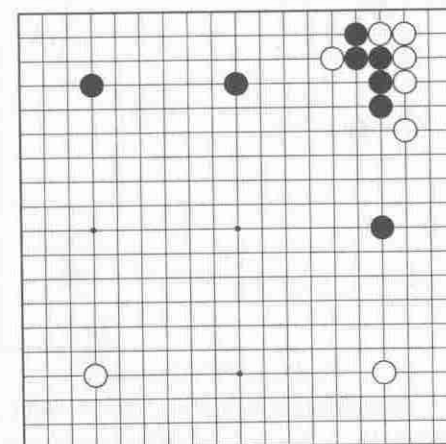
Attaching with White 1 is a good technique to remember. Up to 9, White has built a moyo on the right. This is not the only way to play on the left, but it does give White a good result. If White 1 at A or B, Black will extend to C.

Problem 477. Black to play



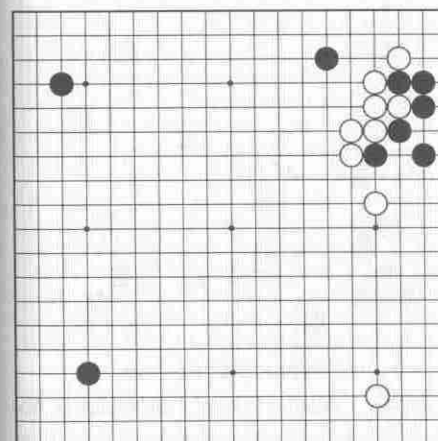
'Make your opponent defend the territory he has committed himself to!' Where should Black play?

Problem 478. Black to play



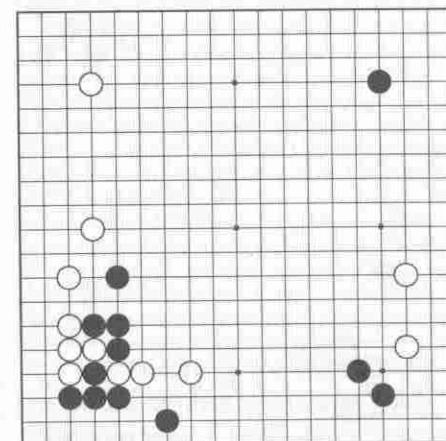
'Link up your weak stones to your moyo!' Where should Black play?

Problem 479. Black to play

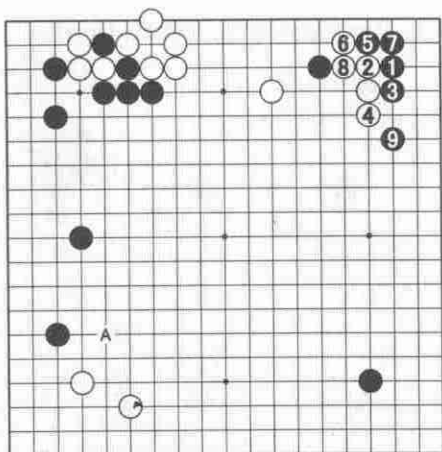


'Neutralize your opponent's thickness!' Where should Black play?

Problem 480. Black to play

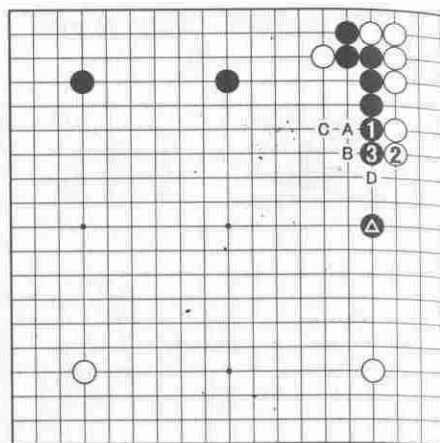


'Attack your opponent's weak stones!' Where should Black play?



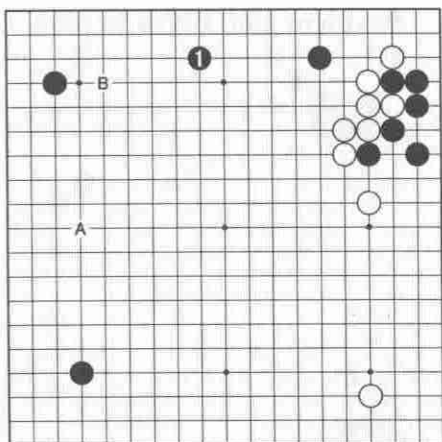
Problem 477. Answer

Black should invade the corner with 1. White gains the most profit by blocking at 2, but, after 8, White's position at the top is a bit flat. Black 1 at A is also big, but White will take control of the top with 1.



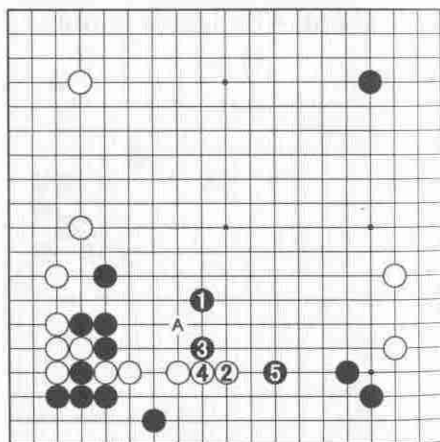
Problem 478. Answer

Black should play 1 and 3, linking up all his stones and building a moyo at the top. If Black played elsewhere, White would play 1–Black A–White B–Black C–White D, and the marked stone would be isolated.



Problem 479. Answer

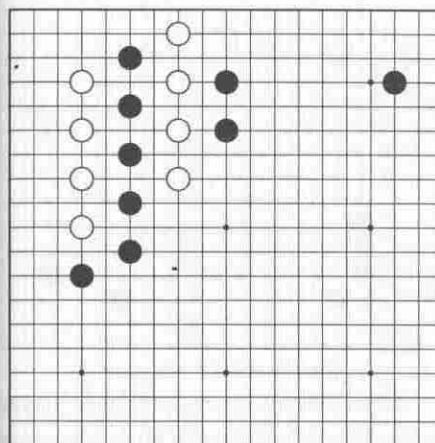
Black must choose between two big extension, 1 and A. Black 1 takes priority because it neutralizes White's thickness on the right. Moreover, if White makes an approach at B, Black 1 will be in place to act as a pincer.



Problem 480. Answer

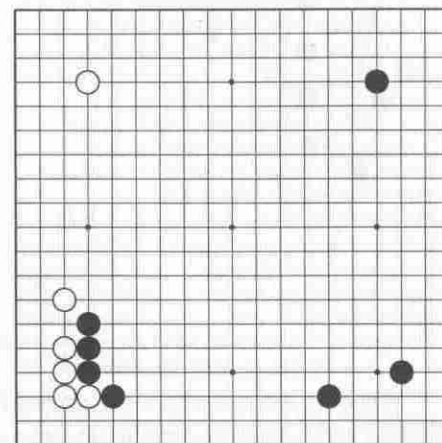
Black 1 attacks White's three stones below. If White 2, Black exchanges 3 for 4, then attacks with 5. Black 1 at 2 is in the wrong direction. White will jump to A and Black's four stones on the left will be weakened.

Problem 481. White to play



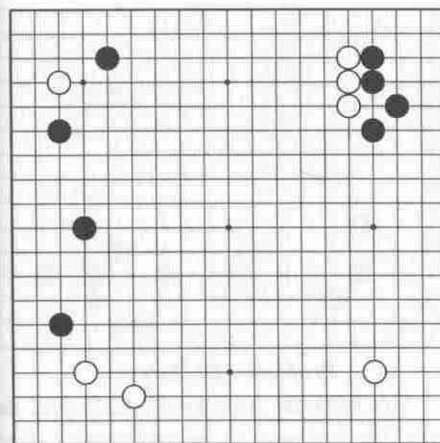
'Make a base for your weak stones!' Where should White play?

Problem 482. White to play



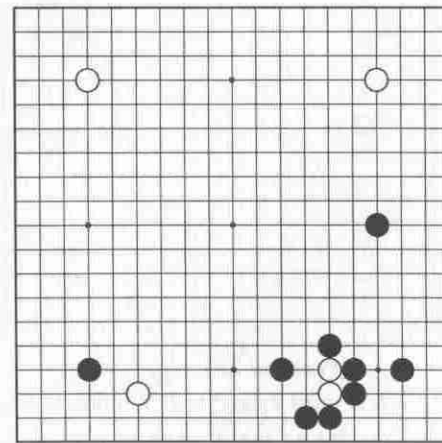
'Establish a foothold inside your opponent's sphere of influence!' 'Open up virgin territory!' Where should White play?

Problem 483. White to play

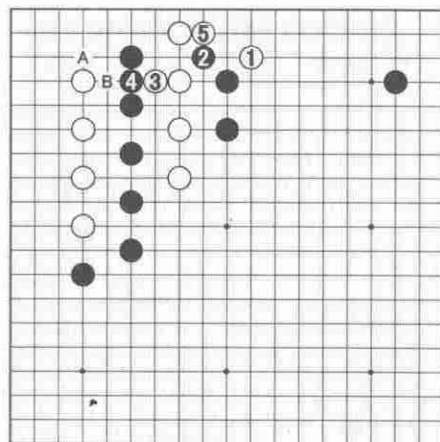


'Make a base for your stones!' 'Extend from your wall!' 'A wall without a base can become heavy.' Where should White play?

Problem 484. Black to play

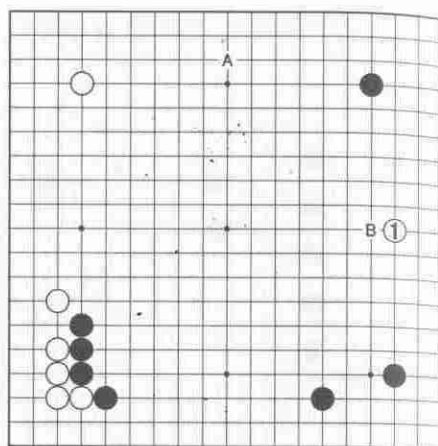


'Use your thickness to attack and take territory!' Where should Black play?



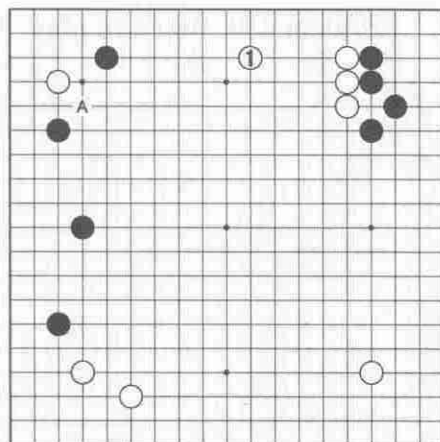
Problem 481. Answer

White can link up his stones by playing 1. Black 2 looks annoying, but White can exchange 3 for 4, then extend to 5. After 1, White must be careful about Black A. White exchanges B, Black 4, then defends the top.



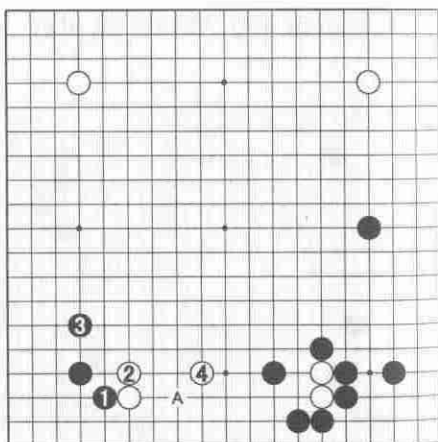
Problem 482. Answer

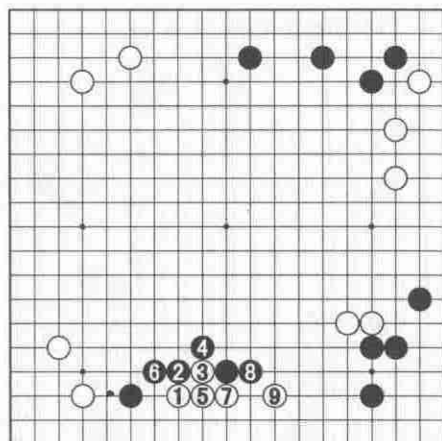
All of White's moves have been played on the left, so he must establish a presence on the right with 1. White 1 at A is a big extension, but Black will answer with B and his moyo dominates the board.



Problem 483. Answer

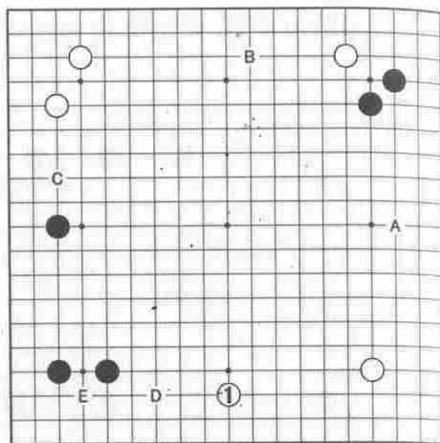
White must extend to 1. White 1 at A is also big, but if Black were to play at 1, White's three stones would become heavy and come under attack.





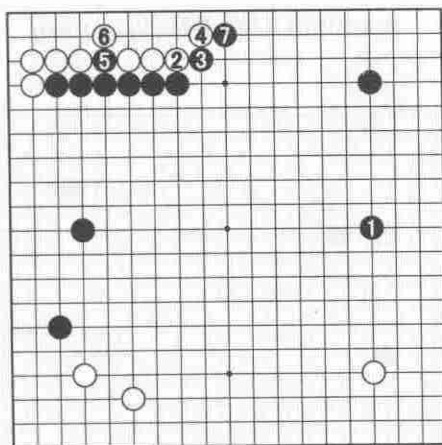
Problem 485. Answer

White invades at 1, settling his stones and wiping out Black's moyo up to 9. If Black 4 at 5, White plays 4–Black A–White 7–Black B–White C–Black 1–White 8, and White can capture a stone in a ladder.



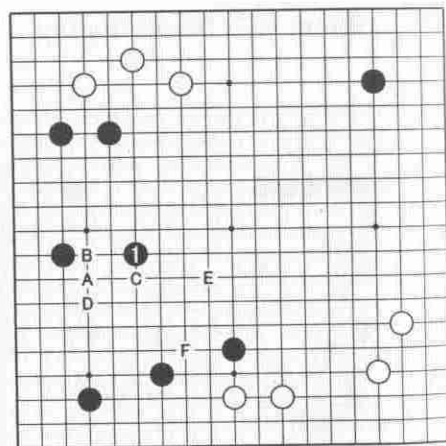
Problem 486. Answer

White has big opening extensions at A, B, and C, but White 1 is the biggest because it has a follow-up at D, which threatens a peep at E, the weak point of Black's enclosure.



Problem 487. Answer

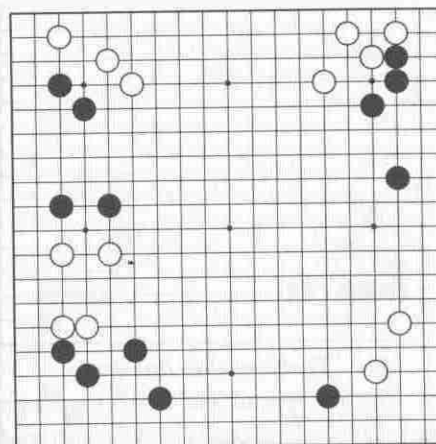
Black expands his moyo with 1, limiting White's influence to the bottom. If White tries to break out into the top with 2 and 4, Black keeps him confined with 5 and 7.



Problem 488. Answer

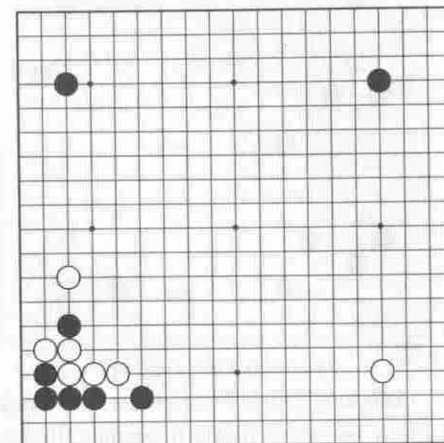
Black 1 maps out a huge area on the right. If Black omits this move, White will make a shoulder hit at A. If Black answers at B, White C–Black D–White E, and Black's moyo is wiped out. Next, White can aim at F.

Problem 489. Black to play



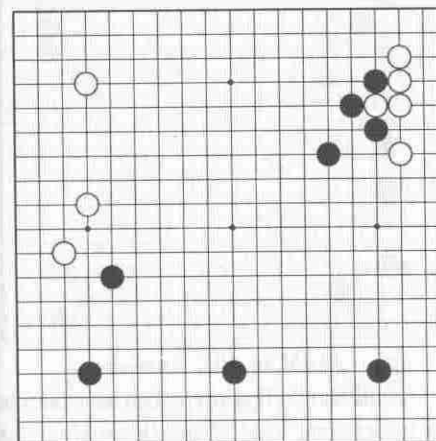
'Build a moyo while attacking!' Where should Black play?

Problem 490. White to play



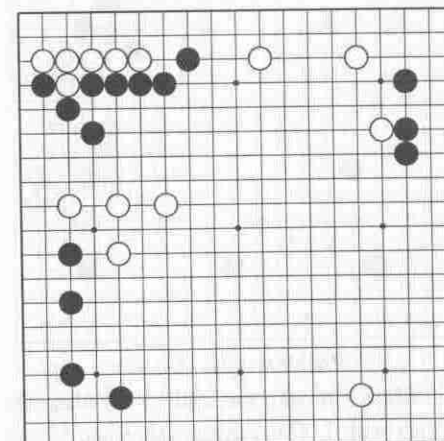
'Drive your opponent's weak stones toward your thickness!' Where should White play?

Problem 491. Black to play

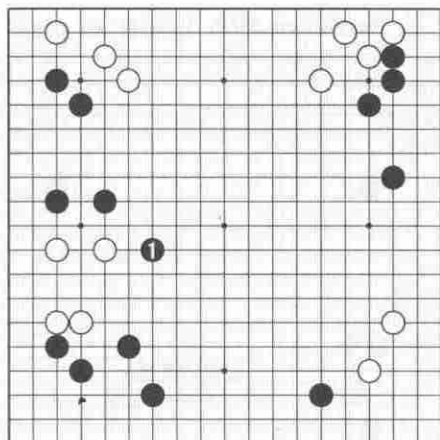


'Invade your opponent's moyo just before he can secure it!' Where should Black play?

Problem 492. White to play

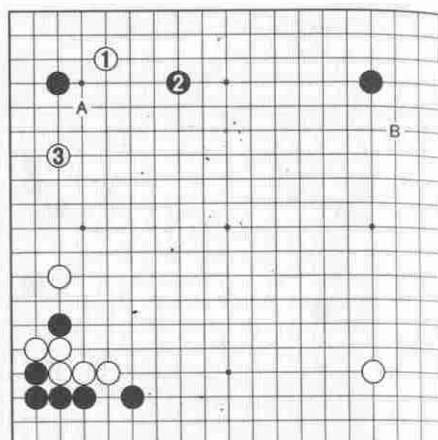


'Strengthen your weak stones before making a territorial move!' Where should White play?



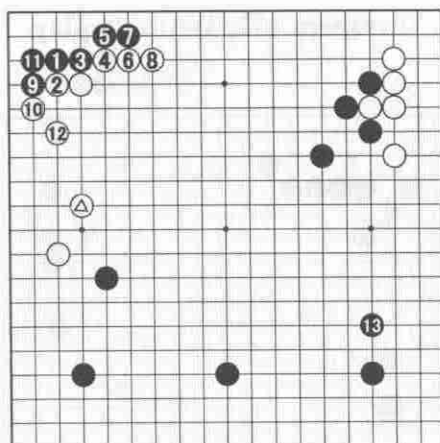
Problem 489 Answer

Attacking White's four stones with Black 1 has to be a good move. It expands Black's moyo at the bottom and aims to invade the top. Moreover, as long as his stones are unsettled, White can't invade the lower left corner.



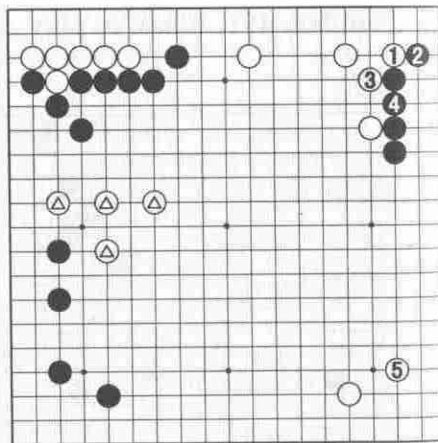
Problem 490 Answer

The low approach of White 1 is the best move. If Black pincers at 2, White can confidently attack Black's stone with 3, since he is thick in the lower left. If Black answers White 1 with 3 or A, White can switch to B.



Problem 491 Answer

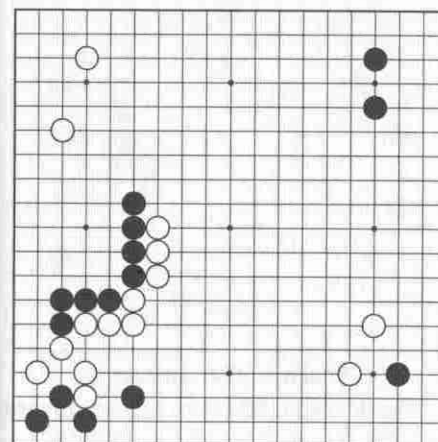
Black can take the lead by invading the corner with 1. The sequence to White 12 can be expected, but with the marked stone in place, White's stones are overconcentrated. White will next secure the lower right with 13.



Problem 492 Answer

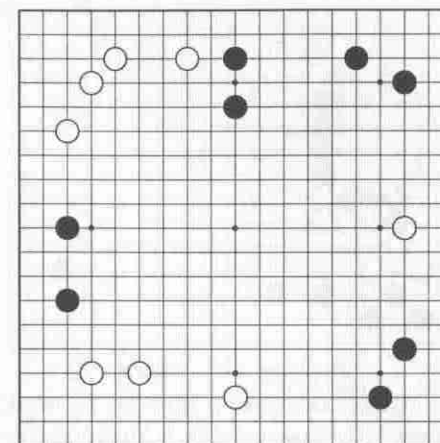
White should first strengthen his stones in the top left with 1 and 3. Now he can make the big territorial enclosure with 5. White doesn't have to worry about his marked stones; they have good shape and are in no danger.

Problem 493. Black to play



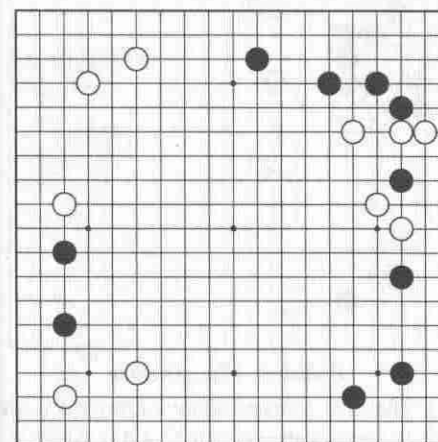
'Make a base for your weak stones!' Where should Black play?

Problem 494. Black to play



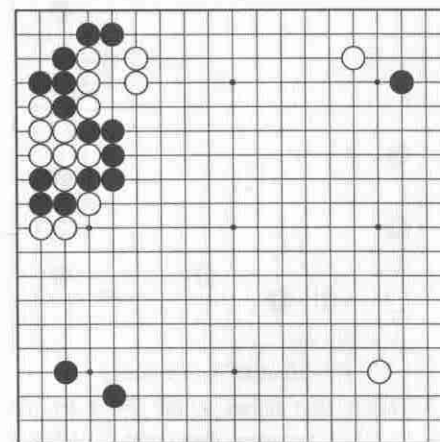
'Expand your territory while attacking your opponent's weak stones!' Where should Black play?

Problem 495. Black to play

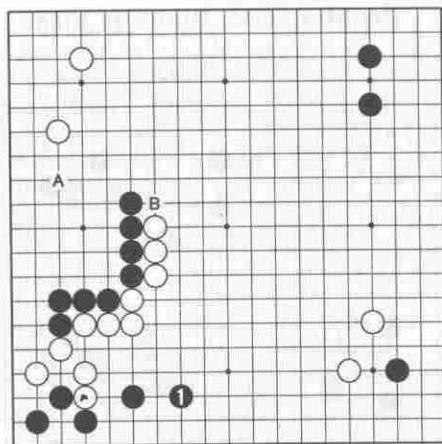


'Make territory while attacking your opponent's weak stones!' Where should Black play?

Problem 496. Black to play

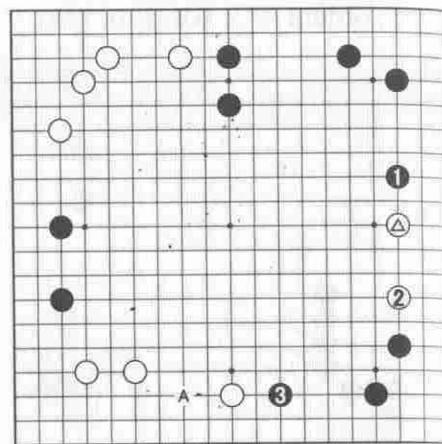


'Attack your opponent's heavy stones!' Where should Black play?



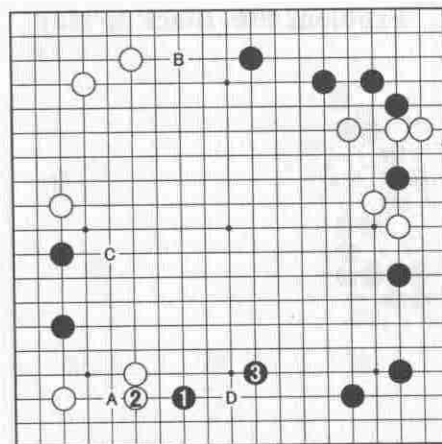
Problem 493. Answer

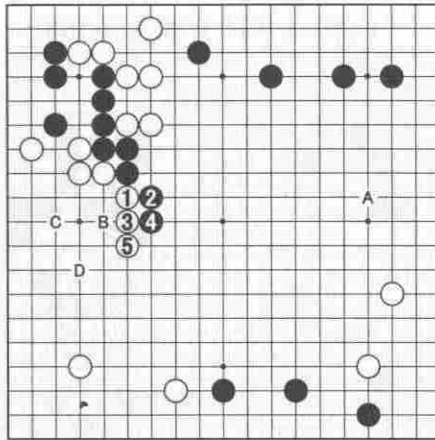
Black must make a base for his weak stones in the lower left with 1. Black 1 at A or B is big, but, if White were to play at 1, he would stake out a large moyo at the bottom while threatening to kill the black stones.



Problem 494. Answer

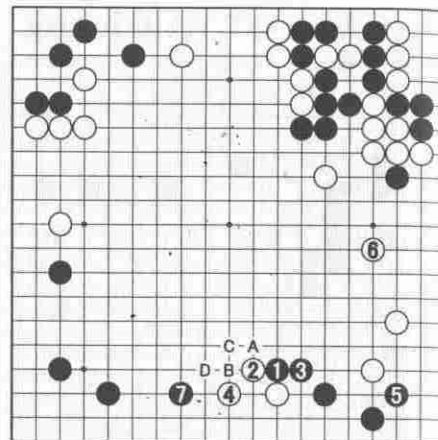
Black extends from his enclosure above to 1, attacking the marked stone. White has to extend to 2, so Black can make another extension to 3, threatening to invade White's position at A.





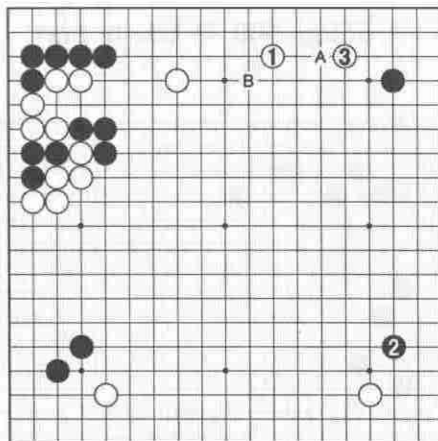
Problem 497 Answer

White should expand his moyo with 1 while putting pressure on Black's stones. White 1 at A is also big, but Black will attack with B—White C—Black D. After Black 2 and 4, White's stones at the top can easily live.



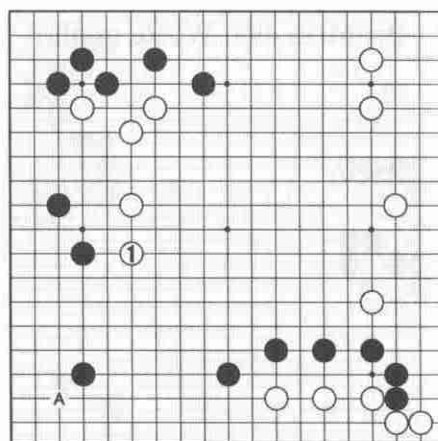
Problem 498 Answer

Black first plays 1 and 3, then secures the corner with 5. With 1 and 3 in place, White can't omit 6, so Black can attack White's stones at the bottom with 7. If White 4 at 5, Black A—White B—Black C—White D—White 7.



Problem 499 Answer

White should take up a position at the top with 1. If Black 2, White settles his stones with 3. If Black 2 at A, White will make an enclosure at 2. If White 1 at 2, Black will attack White's stone at the top with B.

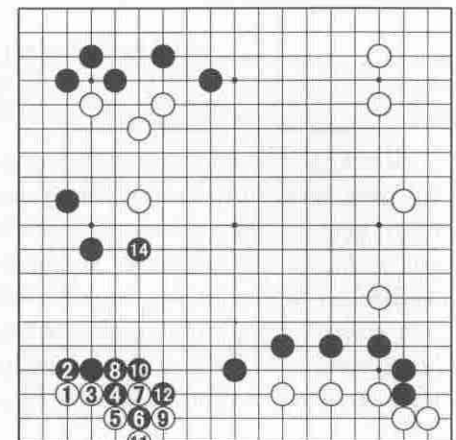


Problem 500 Answer

It is urgent that White reinforce his stones with 1. Black is now limited in the extent that he can expand his moyo. If White invades the corner at A with 1 —

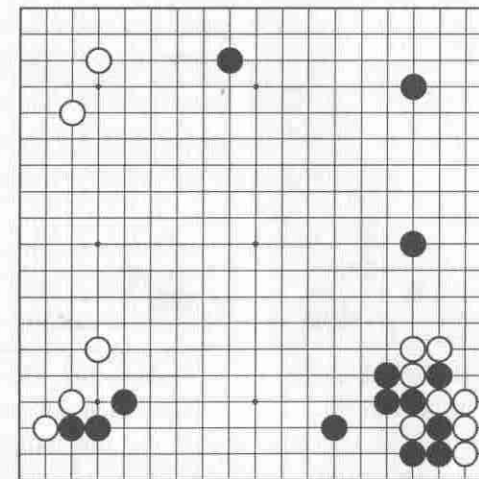
Problem 500. Invading is bad for White

Black will answer White 1 by blocking at 2. Black wants to end in sente, so he answer White 5 with the two-step hane of 6. After White connects with 13 (at 6), Black jumps to 14, staking out territory while attacking the four white stones above. Black has taken the lead.



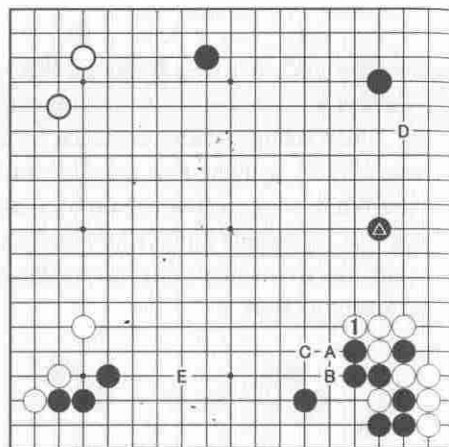
Problem 500. Invading is bad for White
White 13: connects at 6

Problem 501. White to play

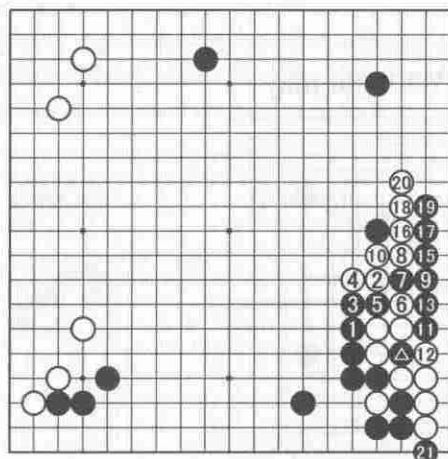


Problem 501. Correct answer

Black 1 is a thick move typical of Fujisawa Shuko. It looks slow, but its strategic impact is far-reaching. First of all, since White can play the sequence A–Black B–White C at any time, White D is a strong move, isolating the marked black stone. Furthermore, White 1 also reaches out to a possible invasion at E.

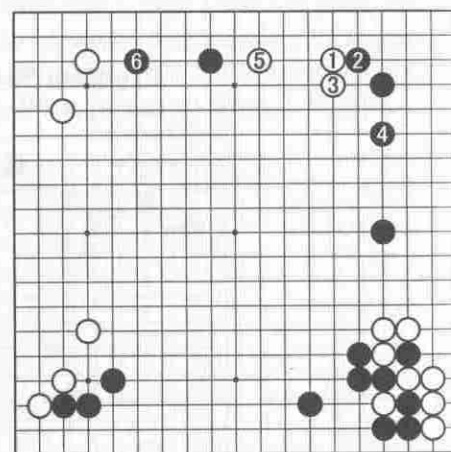


Problem 501. Correct answer



Problem 501: If Black plays the vital point.
White 14: at the marked stone

What would happen if Black occupies the vital point of 1? White can't resist with the hane at 3 because Black will cut at 5. White 2 and 4 also fail because Black can capture the corner with the sequence to 21. This means that once Black plays 1, the center is closed off for White and Black's influence will radiate throughout the board.



Problem 501. The usual sequence
The sequence from White 1 to Black 6 would be the usual idea. However, Fujisawa's response highlights the way top professionals think in the opening.

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